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ROME[™] — TOTAL WAR — BARBARIAN INVASION



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ROME™

TOTAL WAR

BARBARIAN INVASION

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INTRODUCTION

Rome Total War is a glorious journey, covering more than 100 years of Roman expansion in the Mediterranean and across most of Europe. With the power of the Roman Legions at your fingertips and with the Roman senate cutting deals behind everyone's back, there is excitement on the battlefield and behind marble walls.

In the latest installment of the *Total War* series, *Barbarian Invasion*, all is not right with Rome. The empire is crumbling, and you must pick up the pieces—or grind them into the map. The Roman military is still powerful, but the senate is no longer a factor, and the once-happy populace is in a constant state of rebellion.

If finishing off the Romans is your goal, you have a variety of armies to choose from, including the legendary Hun Horsemen, the fearsome armored cavalry of the Sassanids, and the Alemanni's brutal infantry. There are 10 new factions in all, and we have tips and strategies for each one.

In this chapter, we offer a glimpse at what's inside these pages. *Barbarian Invasion* is rich with all-new units, special abilities, and new factors that affect the way you play the game. The following outline will help you find what you need quickly, because in the heat of battle, a Lombard Berserker waits for no one.

HOW TO USE THIS GUIDE

MODES OF PLAY

If you are new to the *Total War* series, the “Modes of Play” chapter gives you a brief overview of each playing mode.

FACTIONS AND CAMPAIGNS

Each campaign in *Barbarian Invasion* is a game unto itself. Once you begin, there are many paths you can take, depending on your style of war. In the “Factions and Campaigns” chapter, we take you through several

turns of each campaign, setting the stage for the battles to come. We provide an overview of your enemies, including their locations and inclinations, and we finish up the walkthrough with profiles of the faction's best units.

HISTORIC BATTLES

Barbarian Invasion includes two historic battles—Chalons and Badon Hill—and we offer strategies and tips for each one. Fans of Camelot will especially enjoy Badon Hill, as some historians believe it was King Arthur's final battle.

THE HORDE FACTOR

Hording is a new style of play in *Barbarian Invasion*. It gives you an opportunity to escape a losing battle with your population intact, regroup, and settle in a new location. Of course, if you like being on the road, you can horde indefinitely, sacking every settlement on the map. It sounds brutal, but it happened, and now you can experience it in yourself.

RELIGION

As the Roman Empire fell apart, religious unrest became the norm as Christianity, Zoroastrianism, and a variety of Pagan beliefs competed for the peoples' attention. It takes planning and the right leaders to unify your people under one belief. We provide guidelines for selecting the right religion for your settlement and controlling religious influences from outside your borders.

SPECIAL TRAITS, CHARACTERS, AND OBJECTS

Barbarian Invasion introduces a variety of new characters and traits, as well as several interesting objects and artifacts that hold mysterious powers. In the “Special Traits, Characters, and Objects” chapter, we describe each factor, including how they affect various aspects of your units.

SPECIAL ABILITIES

In the “Special Abilities” chapter, we cover the special abilities available to certain units within the factions and explain each one’s strengths and weaknesses. We also include faction tables so you can quickly identify the units that have unique skills.

UNITS AND STRUCTURES

In the “Units” and “Structures” sections, we identify every unit and structure in the game, and include descriptions, stats, modifiers, and special abilities.

TECH TREES

At the back of the book, we include Tech Trees for every playable culture in *Barbarian Invasion*. Sometimes you lose track of what to build next, and the Tech Trees provide a development path for each type of building.

MODES OF PLAY

In this chapter we review the five modes of play available in *Barbarian Invasion*. We include strategies for the Quick Battle, but detailed tips and tactics for the main campaigns and historic battles appear in later chapters.

QUICK BATTLE



In Quick Battle, the computer selects a faction for you to command. The selected faction icon appears on the screen prior to deployment.

The following sections provide brief descriptions of Quick Battles with the Alemanni and Ostrogoths.

ALEMANNI QUICK BATTLE



There’s no time for pleasantries in Quick Battle. The peasants are ready for a fight; you just need to tell them where to stand.



Who said peasants don’t have a sense of humor? Just before the battle, they show their backsides to the enemy.



The Alemanni Army prepares for deployment against the Sarmatians.

Opening Force

- *Barbarian Noble Cavalry*
- *Lombard Berserkers*
- *Spear Warbands*
- *Chosen Warlord*
- *Chosen Axemen*
- *Chosen Archers*
- *Night Raiders*
- *Peasants*
- *Lombard Archers*
- *Onagers*

The Alemanni Spear Warband unit can use the schiltrom formation. This is an excellent defense against melee attacks, but you must abandon it under missile fire.



Sarmatian cowards run in fear from the flaming arrows launched by the Alemanni Chosen Archers.



Victory is inevitable as our cavalry sweeps in to rout out the remaining army. At this point, you can move on to Campaign mode or have some fun chasing down your fleeing enemies.



OSTROGOTHS QUICK BATTLE



Opening Force

- Gothic Warriors
- Gothic Spearmen
- Arian Priests
- Peasants
- Runaway Slave Spearmen
- Goth Horse Archers
- Warlord
- Goth Raiders
- Steppe Horde Chosen Warriors



Even the relatively weak Gothic Spearmen pose a serious threat to advancing cavalry.



Arian Priests boost the morale of a Peasant unit, enabling them to rout out a much stronger enemy infantry unit.

CUSTOM BATTLE

The Custom Battle option allows you to play with any faction in the game (including nonplaying factions that appear in the campaigns). You can choose any unit available to the faction, allowing you to use advanced units that are difficult to build during a campaign.

MODES OF PLAY



The Choose Conditions screen lets you set a variety of battle options, including difficulty, weather, time of day, settlement defenses, and terrain.



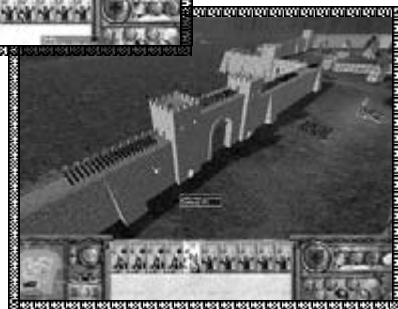
The Customize Battle screen allows you to choose up to eight armies (seven are CPU controlled).



Equip your army in any fashion, staying within a maximum number of denarii.



Custom Battles also allow you to use siege weapons or to defend your settlement against a computer-controlled siege.



Use Custom Battles to practice difficult defensive challenges, like protecting your town against an advancing army after Heavy Onagers have destroyed your protective walls.



MAIN CAMPAIGN

The main campaign allows you to select one of 10 factions pictured here. For detailed information and strategies on all 10 campaigns, consult the "Factions and Campaigns" chapter.



Huns Campaign:
Hold 15 settlements, including Northern Italy and Thracia



Goths Campaign:
Hold 16 settlements, including Thracia and Northern Italy



Sarmatians Campaign: Hold 15 settlements, including Pannonia, Illyricum et Dalmatia, and Colchis



Vandals Campaign: Hold 10 settlements, including Baetica, Africa, and Northern Italy

Franks Campaign: Hold 20 settlements, including Lugdinensis, Aquitania, and Narbonensis



Saxons Campaign: Hold 18 settlements, including Tribus Saxones, Britannia Superior, and Belgica



Sassanids Campaign: Hold 20 settlements, including Aegyptus, Palestina, and Thracia



Alemanni Campaign: Hold 20 settlements, including Germania Superior, Pannonia, Northern Italy





Eastern Roman Empire Campaign: Hold 34 settlements, including Thracia, Aegyptus, Northern Italy, and Africa



Western Roman Empire Campaign: Hold 34 settlements, including Northern Italy, Africa, Taracensis, and Thracia

HISTORIC BATTLES

The Historic Battles option includes two famous engagements: Battle of Chalons and Battle of Badon Hill. See the “Historic Battles” chapter for tips and strategies.

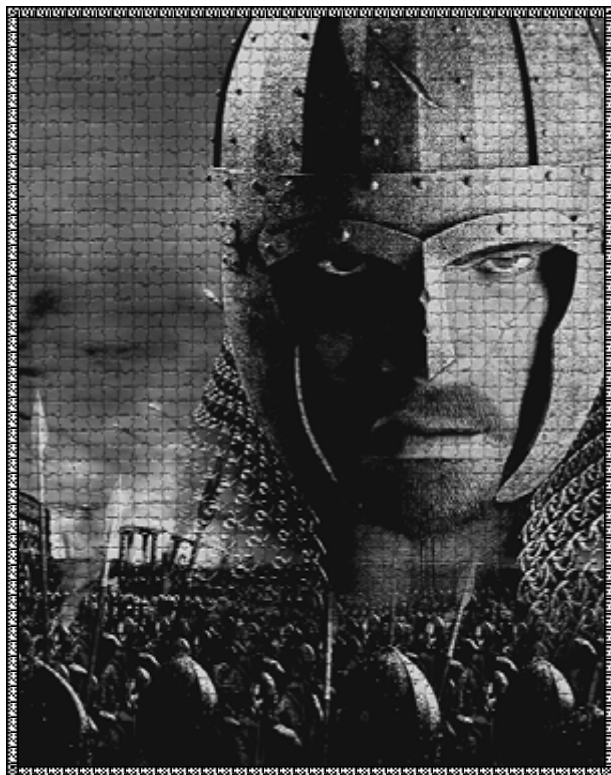
Battle of Chalons



Battle of Badon Hill

MULTIPLAYER

Barbarian Invasion features the same multiplayer options as in the original *Rome Total War*, including Online Battles (through GameSpy™; Internet access required) and LAN (network play; Internet access not required).



FACTIONS AND CAMPAIGNS

The heart of *Barbarian Invasion* is Campaign mode, where you choose a faction and work toward fulfilling specific expansion goals. This isn't for the stay-at-home emperor. Even the smallest campaign (Vandals) requires you to control 10 settlements. If you decide to tackle the Eastern or Western Empire campaigns, you must control no less than 34 settlements to achieve victory!

In the following sections, we break down each campaign and provide battle strategies to get you through the first few engagements. We also include survival tips for controlling your settlements and tactics for each faction's special units.

ALEMANNI

- *Victory Conditions:* Control 20 settlements, including Germania Superior (Augusta Treverorum), Pannonia (Aquincum), Northern Italy (Rome)
- *Difficulty Factor:* Moderate

The forests of Germania have been the home to several warlike tribes for many centuries. These are lands that the Romans never managed to subdue. They remain beyond the borders of civilization. The Alemanni are one of the many tribes of this region who can be described as Germans and were originally an offshoot of the Suebi. The Romans first noticed them around AD 213 unsuccessfully attacked between the Elbe and Danube Rivers. They have also made war upon their neighbors the Franks, Saxons, Frisians, and others, with mixed success.

Now, however, threats and opportunities are conspiring to make the Alemanni look beyond their borders once again. Nomadic peoples from the East are pushing against the more settled Germanic peoples. The weakness of Rome in the West is now becoming

obvious: Emperor Julian, who beat the Alemanni in battle in AD 357, is dead and his successors are not as militarily skilled. The Roman world has split into two once more, and perhaps there are rich lands to be taken from the grasp of a dying empire...

Historically, the Alemanni crossed the frozen Rhine in AD 366 and occupied Roman territory. Eventually they settled in what would become modern-day Southern Germany, Alsace, and Switzerland. They also gave French and Spanish the word for German: Allemagne and Alemania, respectively.

CAMPAIGN NOTES



The Alemanni begin with a fair amount of denarii but only one settlement. Expect immediate pressure from Rome, coming from the west and north.



If you bribe the Frankish diplomat and he accepts your gift, he becomes your diplomat. Franks are so easy.

FACTIONS AND CAMPAIGNS

Attacks are inevitable, so it is critical to bolster your border defenses and build a strong army. Construct a wall and raise taxes to generate more income during your military expansion.



This is not the time to worry about religious harmony, because the Romans are coming. Demolish the Sacred Grove of Frigg and build a Shrine to Donar. Frigg is helpful, but Donar allows the training of Lombard Berserkers, one of the Alemanni's best infantry units. Some temporary unrest may result, so lower the taxes for a turn or two until the population calms down.



When you expand eastward, be prepared to defend your new settlements from the Huns.

Your faction heir is already in the field, so you have the option to hire mercenaries. This is a quick way to beef up your army.



Building forts helps defend your armies in the field. Although forts are relatively inexpensive, you need more income very soon, so think about taking another settlement.



Notification that the Roman Empire is in rebellion is good news. Wait one more turn after the rebellion begins, then attack while Rome is preoccupied with internal strife.



An heir comes of age. This is important, because the Alemanni begin the campaign with only two Generals.



The faction leader, Suomar, is a four-star General. Before sending him and his army in search of new settlements, transfer some of his best retinue members to the new heir, Cimberius. This will allow Cimberius to govern more efficiently in Suomar's absence.



There are several possible Roman targets for expanding your empire. Augusta Treverorum, to the northwest, is protected by a stone wall. August Vindelicorum to the south has a wooden wall but has a much larger garrison. A third option is Vicus Franki to the north, a settlement with rich trade opportunities. Of the three, the latter is your toughest fight.



TIP

SPYING ON GENERALS IS A GOOD WAY TO TRAIN SPIES AND DISCERN WHO IS WEAKEST.



SPECIAL UNITS



Berserkers and Spearmen are a good team for the Alemanni. While the Spearmen hold the enemy line in place, the Berserkers systematically demolish it.

CAUTION

LOMBARD
BERSERKERS ARE
PRONE TO
BLOODLUST, SO
IT IS WISE TO
SHADOW THEM
WITH CAVALRY
TO MAKE SURE
THEY ARE NOT



ALONE WHEN THEY RUSH HEADLONG INTO
BATTLE. IF LEFT TO THEIR OWN VIOLENT
DESIRES, BERSERKERS FIGHT UNTIL THEIR UNIT
IS ELIMINATED. THEY NEVER RUN FROM BATTLE.



Chosen Axemen are powerful, but slow moving. Back them up with archers and they will control most melees.

WESTERN EMPIRE

- *Victory Conditions:* 34 provinces, including Northern Italy (Rome), Africa (Carthage), Taraconensis (Tarraco), Thracia (Constantinople)
- *Difficulty Factor:* Hard

Since the death of Constantine the Great in AD 337, the Roman Empire has effectively been divided into two unequal halves and is at least nominally Christian. Other men have tried to rule everything, but their efforts have foundered.

Now the Western Empire is the weaker part of the Roman world. Western Europe has never been as rich as the eastern end of the Mediterranean; Imperial taxes and population have been dropping, and the upkeep of the army is increasingly difficult. Over the last hundred years, barbarians have been allowed to settle in Roman provinces. Barbarians have also been allowed to fill the ranks of the Roman Army, and now the Western Empire is vulnerable. A strong emperor could hold the frontiers against the barbarians from the north and east. A strong emperor could even reunite the empire and rule the world from Rome, but this would take a very strong man to carry the title of Augustus.

Historically, the Roman Empire in the West disappeared in AD 476. Romulus Augustulus, the last emperor, was so irrelevant that he was merely deposed and allowed to live out his days in retirement. Rome was ruled by a succession of barbarian kings, while learning was kept alive in the West only through the Roman Catholic Church.

CAMPAIGN NOTES



Public unrest is a serious problem in Rome, so be prepared to expend a great deal of time and energy keeping your people happy. When

unrest turns into full-scale rioting, the loss in population has a serious impact on construction. Without sufficient population, expanding your army is all but impossible.



Lowering taxes is a quick fix for public unrest, but you cannot afford to reduce your tax income for very long. Many of your cities already have arenas, so it helps to stage gladiatorial games. This also costs money, so monitor your entertainment expenses carefully.



Religious unrest is widespread, especially in the northern regions. Demolishing pagan temples actually increases public unrest in some areas, so this

is not always recommended. Garrison extra troops in the angriest cities to improve your population's mood.

Make sure the various religious communities in your kingdom have the appropriate shrines. If the official religion does not match the religion of the majority, either change the governor or construct a new religious building.



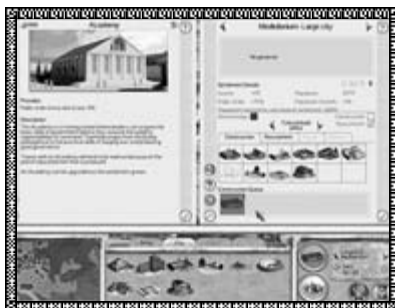
Rioting occurs in Western Rome no matter what you do. Most of your time in this campaign is spent putting out fires of unrest while generating sufficient income to build structures that make people happy.

TIP

THE NEED FOR TROOP GARRISONS IS CONSTANT IN THE VOLATILE ATMOSPHERE OF A ROMAN CITY. SINCE IT DOES NOT MATTER WHAT TYPE OF UNITS OCCUPY THE CITY, USE PEASANTS, WHO ARE A BARGAIN AT 100 DENARII PER UNIT.



In some settlements, like Carnuntum, the population is mostly pagan due to the influences of neighboring regions. There is no governor in Carnuntum, so the official religion defaults to the religion of the faction leader, who is Christian. If you have the denarii, build a shrine to appease the pagan population, or if the treasury is low, put a pagan General in charge.



Academies are excellent religion-neutral buildings that provide a public order bonus (Law 5 percent).



Just when you get a handle on public unrest, disease rears its infected head. Try not to let anyone in or out of a diseased settlement.



Your first military engagement will likely be against your own rebels, who appear in green. Fortunately, most rebel armies are arrogant enough

to open the gate, so your army can enter the settlement.

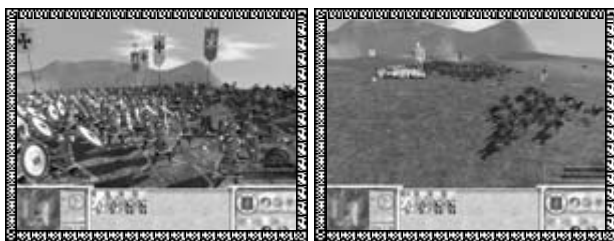
Although the Roman Empire is a shadow of its former self, Roman military units are experienced and very disciplined. With only basic battlefield tactics, your armies are capable of defeating enemy forces twice their size.



SPECIAL UNITS



Like most heavy cavalry, the Sarmatian Auxiliaries make short work of most foot soldiers, and what they do to a Peasant army is a sight to behold.



The first volley of spears from a unit of Comitatuses is usually enough to send most enemy units fleeing for cover. With such a small expenditure of energy, the Comitatuses can immediately turn their attention to other enemies, while your light cavalry chases the routed enemy unit. This unit also carries a special battle standard that enables a Rally Troops action that can turn the tide of a close battle.

EASTERN EMPIRE

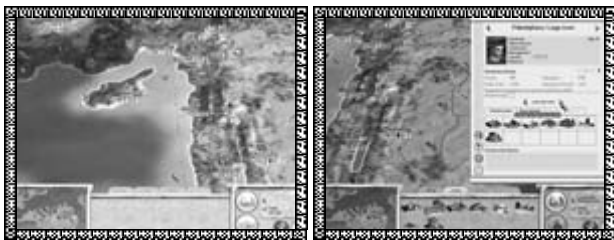
- *Victory Conditions:* 34 provinces, including Thracia (Constantinople), Aegyptus (Alexandria), Northern Italy (Rome), Africa (Carthage)
- *Difficulty Factor:* Moderate

Constantine the Great remade the Roman Empire to suit his own ambitions. He established a new capital in the East at Byzantium, renaming the city Constantinople in his own honor. He established Christianity as the new state religion and, by force of will alone, ruled a united Roman world. Since his death in AD 337, few have been up to the task of ruling the world on their own. The Roman Empire has, by default, been split into two unequal halves.

Centered on Constantinople, the Eastern Roman Empire is rich and powerful, although largely Greek rather than Roman in character. Unlike the West, trade has remained strong, and the tax income of the Eastern emperors has been sufficient to pay for an efficient military machine. This is just as well, because the Eastern Empire has a border with the Sassanids, a powerful successor to the Persian Empire of old. It has not, however, suffered too much from incursions by noisome Northern barbarians. It is entirely possible that an ambitious emperor like Constantinople could one day rule in Rome as well and reunite the empire beneath his banners.

Historically, the Eastern Empire survived the fall of Western Rome in AD 476, and its armies marched "for the senate and people of Rome" for another 1,000 years. The Byzantine Empire (formerly the Eastern Empire) finally fell in AD 1453.

CAMPAIGN NOTES



Compared to Western Rome, Eastern Rome is harmonious. However, you must still be aware of public opinion and take the necessary steps to foster a contented populace. Readjust your tax rates and aim for a public Happiness rating of 90 to 95 percent.



Destroying the Shrine to Sol Invictus in Philadelphia will raise public order considerably. Build a Christian Shrine in its place.

TIP

IN THE INTEREST OF SECURITY, TRANSFORM AT LEAST ONE OF THE CITIES ALONG THE SASSANID BORDER INTO A MILITARY STRONGHOLD. IT IS ONLY A MATTER OF TIME BEFORE THE SASSANIDS ATTACK.



You must mix and match some towns and Generals to achieve a better religious balance. Move a General with a high conversion factor, like Valens Flavius, into a pagan city if you want to gradually coax the population into Christianity.



When your General is in the field, it's easy to lose track of your Garrison Strength, which has an important effect on public order. If you have the money, hire some mercenaries and assign them to the garrison, rather than deplete your field armies.



Assassins are all atheists, but Diplomats and Spies have religious beliefs, and they can have a positive effect on religious conversion.



The coastal cities of Sidon and Jerusalem are in regions rich with trade resources, including purple dye, glass, and wine. Protect your interests by reinforcing the walls of these cities as soon as possible against the inevitable Sassanid attacks.

Upgrading roads in the coastal regions will maximize your trade revenue.



FACTIONS AND CAMPAIGNS

SPEARING THE ENEMY



Your Comitatuses are heavy infantry units that also carry a small supply of short spears behind their shields. They unleash a volley of spears before advancing into battle. With a few adjustments, you can use your Comitatuses as missile units. When facing a formidable melee unit like the Lombard

Berserkers, issue the attack order. When the Comitatuses release their spears, use the Halt button to cancel the order. Then, issue the attack order again to release another volley of spears. Keep this up until they are out of spears, or until you have significantly damaged the advancing infantry unit.

Limitanei (spearmen) also have this ability. Of course, your archers are well-suited for ranged missile attacks, but these dual-purpose units can launch their spears at relatively close range, and the spears pack more punch than regular arrows.

All archers are not equal. The Roman Eastern Archers shoot flaming arrows that deliver extra damage.



The extra armor carried by the Limitanei (Roman Spearmen) allows them to fight toe-to-toe with heavily armored cavalry units like the Sassanid Clibanarii.



SPECIAL UNITS

Equites Clibanarii can route a unit seconds after the first contact, so have them contact as many different enemy units as possible.



If you are tired of seeing your units route at the first rush of an enemy army, place Comitatuses in the front line. They will always endure the first enemy charge, no matter how powerful. They have extremely high morale, and the ability to throw spears comes in very handy for slowing down advancing infantry.



FRANKS

- *Victory Conditions:* 20 provinces, including Lugdinensis (Avaricum), Aquitania (Burdigala), Narbonensis (Arles)
- *Difficulty Factor:* Easy

The Franks or Franci (the name translated is “Free Men”) were Germanic people originally from the region around the middle and lower Rhine in Western Germany. Tacitus lumped them together with all the ferocious “Germani” tribes when the Romans first encountered them, but they were organized enough to hold the Romans at bay. They were not organized enough, however, to attack Roman lands as a coherent force, even a couple of centuries later. With the disappearance of the Cherusci as a tribal power, the Franks emerged as a coalition of smaller tribes. Such a defensive alliance was inevitable in the face of external pressures, such as the migration of nomadic peoples from the east.

The Franks were, like most Germanic people, famed for fighting on foot and with great bravery; their Francisca throwing axes were a fearsome weapon to face. A bold Warlord could have every chance of leading the Franks to greatness against the weakening power of Rome in the West.

Historically, the Franks occupied the whole of Gaul by AD 476, the final collapse of the Western Empire, and eventually gave their new country its name: France.

CAMPAIGN NOTES



The Franks begin with 15,000 denarii, so you can ramp up your military with new structures and units. A Hall of Heroes is expensive, but it enables you to

train Levy Spearmen, Axe Heerbann, and Sword Heerbann.



Upgrading your bodyguard units is an inexpensive way to increase the effectiveness of your army.

Send your diplomat north to visit the Saxons, a faction that is your equal in size and military might. Solidifying a trade agreement with the Saxons is an important preventive measure to avoid conflict later. Your Diplomat has a +2 influence, so your chance for a successful negotiation is excellent.



Don't waste your time trying to bribe any of the Rebel armies to the north. They demand around 5,000 denarii to



disband four units and change the allegiance of one. The end result is spending 5,000 denarii to get one unit of Hunters.

TIP

IF YOU'RE FEELING LUCKY TODAY, TRY TO ASSASSINATE A ROMAN CAPTAIN. IF SUCCESSFUL, YOUR ASSASSIN GETS A TRAIT INCREASE, WHICH BODES WELL FOR FUTURE MISSIONS.



FACTIONS AND CAMPAIGNS



Whenever possible, take advantage of your Frankish Hunters' ability to launch flaming arrows. They do more damage than a simple archer unit.



Frankish Raiders are excellent at sweeping enemy archers off the battlefield. They are extremely fast and have a tight turning radius.



A dead enemy General is a good thing, so don't give up the fight if you have the opportunity to bag a top prize. A dead General spreads poor morale just as a living General spreads good morale.

TIP

IF THE ROMANS CROSS OVER ONTO FRANKISH LAND AND SEEM TO BE PREPARING FOR A FIGHT, ATTACK FIRST. YOUR FACTION LEADER, CHLODIO, GETS A 1 COMMAND BONUS WHEN ATTACKING.

SPECIAL UNITS



Axemen have the Shield Wall ability that increases their defense and position-holding prowess. One of the two Axemen units pictured here is using Shield Wall. The formation presents a small, tighter facing to the enemy, one that is difficult to breach.



Axe Heerbanns and Paladins complement each other's abilities very well. The Heerbann can occupy an enemy while giving very little ground (thanks to Shield Wall and Guard mode), while the Paladins use their speed to sneak around to the enemy's flank.

HUNS

- *Victory Conditions: 15 provinces, including Northern Italy (Rome), Thracia (Constantinople)*
- *Difficulty Factor: Easy*

In AD 376, word reached the Roman world of a fierce people far in the east. Goth witches, it was said, had been driven from their own tribes and had then coupled with malign spirits to produce half-men who lived their entire lives on horseback. These creatures were monsters with the faces of devils, horned and strange. More frightening still, the Goths themselves were begging for sanctuary within the empire.

The new terror was, of course, the Huns. They were a completely nomadic people from the wide-open steppes, and one of the most successful to ever emerge from the wilderness to threaten more “civilized” people. They may even have been the Hsiung-Nu who threatened China.

Wherever they come from, the Huns strike terror into their enemies and have absorbed weaker tribes, such as the Alans, into their ranks. They are the finest horsemen in the world, trained to ride almost before they can walk, and armed with the most effective form of composite bow known in Asia or Europe. They are, simply, a terrible threat to any who stand against them: a vigorous warrior people.

Historically, however, the Huns didn’t overrun the former Roman Empire. They were fantastically successful, but even Attila couldn’t subdue Roman power. The Huns found no resting place in Imperial lands, although they did take Hungary and were eventually driven back to the steppes by the Germans.



Use your missile archers often. They keep firing as they withdraw, to distance themselves from dangerous melees.

Sack, don’t settle, early in the campaign. The Huns have a limited building tree and a large army of Horde units, so you are better off engaging your army early and often.

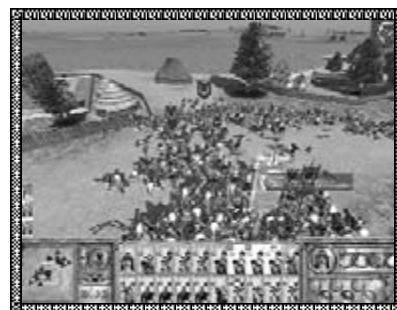


CAMPAIGN NOTES



The Huns should hit the ground running and sack Campus Sarmatae, followed by any other settlement that comes into view. The goal is to keep the

income flowing as you swallow up the map. You start with nine armies, so don’t be shy about wading into battle and slaughtering any opposing force that dares stand in your way.



The Roxoloni settlement to the south is another good candidate for a sack dance. Keep sacking settlements and gathering cash until you find a Roman city that has a wide assortment of buildings. If your army seems too depleted to march into Rome, hire some mercenaries before launching the attack.

FACTIONS AND CAMPAIGNS

SPECIAL UNITS

Even against a numerically superior force, Hunnic Lancers are light and fast enough to harass enemy units and retreat, allowing heavier units to face a weakened foe.



Hunnic Heavy Cavalry are effective, even against other heavy cavalry, due to superior armor and horsemanship.



Remember, the Huns are the finest horsemen in *Barbarian Invasion*, so don't hesitate to show them off in battle.

SARMATIANS

- *Victory Conditions:* 15 provinces, including Pannonia (Aquincum), Illyricum et Dalmatia (Salona), Colchis (Kotais)
- *Difficulty Factor:* Moderate

The Sarmatians were an Iranian-speaking people who lived on the plains between the Black and Caspian Seas. They were supposedly descended from Scythian fathers and Amazon mothers, at least according to the Greek historian Herodotus. Over the ensuing centuries, they moved westward toward the Don River, and Greek accounts say that the region became a desert partly thanks to the savagery of the "Syrmatae." The Sarmatians were certainly strong enough to demand tribute from towns around the Black Sea. Sarmatian wives fought alongside their men, wearing men's clothes and armor. Sarmatian

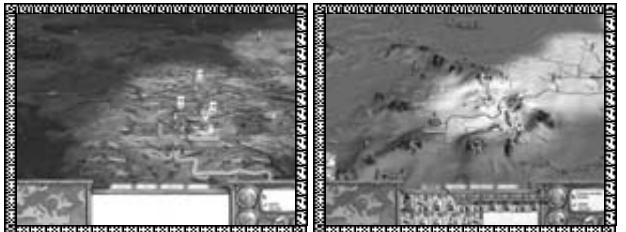
virgins were not allowed to marry until they had slaughtered an enemy. Fighting as armored horsemen and horse archers, the Sarmatians were dangerous opponents.

The Sarmatians are a naturally warlike people and have the potential to rule the open steppes and much of Europe. Their situation is not without risks, however, as they are surrounded by equally warlike barbarians and steppe nomads. To the south, the Sassanid Empire could be rich pickings if the Sassanids can be sufficiently distracted by a confrontation with the Romans.

Historically, the Sarmatians were renowned as warriors. As auxiliaries in the service of Rome, they even ended up in Britannia. Those within Roman lands at least survived as a distinct group. Beyond Rome's frontiers, the Sarmatians were wiped out by the Huns.

CAMPAIGN NOTES

Move a spy to the north bridge where you can watch the Huns gathering their armies. Don't waste time on diplomacy with the Huns—they're not interested.



Abandon Vicus Sarmatae and become a Horde. Don't move west or you will run right into the Huns. Instead, travel to the south and sack the Goth settlement and any other rebel settlements you encounter.



The northern-most Eastern Roman settlement is farther to the south. Sack it if you can, but don't settle unless you have a strong army to defend it.

TIP

WHEN YOU ARE READY TO SETTLE, ROMAN CITIES ARE THE BEST, BECAUSE EVEN THE SMALLEST SETTLEMENT WILL HAVE WALLS.

The Huns will attack the Romans, so try diplomacy at the earliest opportunity, and form an alliance with the Eastern or Western Roman Empire (preferably one that isn't already under attack).

After forming an alliance with Rome, keep building your army until you are strong enough to settle, and defend your city.

SPECIAL UNITS



Sarmatian Armored Archers are vulnerable in melee combat, but they can absorb more damage than most missile troops. This allows you to fire off

more arrows and let the enemy get a little closer.

Bosporan

Infantry are heavily armored, and if they have the time to charge, they can scatter enemies with the same efficiency as a cavalry unit. When paired with Alan Noble Cavalry, they are a slow-moving but surprisingly powerful fighting force.



SASSANIDS

- *Victory Conditions:* 20 provinces, including Aegyptus (Alexandria), Palaestina (Jerusalem), Thracia (Constantinople)
- *Difficulty Factor:* Moderate

The Sassanids were the last native dynasty to rule in Persia after the Parthians were overthrown and before the Arab conquest of later centuries. Sitting astride the trade routes to the east, the Sassanid court was fabulously opulent, and the empire was dynamic and efficiently run. The military was equally efficient and dangerous and was a constant challenge to the Eastern Roman Empire. What caused much of the tension with the Romans was the establishment of Zoroastrianism as the state religion in Sassanid lands and the subsequent persecution of Christians. This gave the Romans a pretext for war whenever it was needed. The Sassanids were certainly organized enough to expand their control of Armenia and to hold off the various steppe peoples. Rather than move southward into Sassanid lands, most of those chose to head west toward the richer and far easier pickings of Rome.

A strong Sassanid leader has the chance to expand westward while both halves of the Roman Empire are distracted by their own squabbles and by barbarian hordes.

FACTIONS AND CAMPAIGNS

Historically the Sassanids lasted over 400 years, from the fall of the Parthians until the coming of Islam and the Arabs. Islam replaced Zoroastrianism, and the Caliphate made Persia a part of a new society.

CAMPAIGN NOTES



Religion is a crucial part of the Sassanid campaign because of the close proximity to the mostly Christian Roman Empire. As you conquer nearby cities, they will be prone to religious strife because of your Zoroastrian beliefs. You must quickly raze churches, build Zoroastrian Shrines, and work with your Generals to improve their religious conversion traits.



Upgrade your religious structures in the capital, Ctesiphon, to reinforce your Generals' faith. High taxes are acceptable for now, because you need cash for recruiting. Upgrade your cavalry buildings as soon as possible so you can produce elephants.



The Romans may attack Hatra from the west, so move your southernmost army a little closer to the city.



The Sassanid start with a brilliant assassin, Artavardiya the Killer, and his success rate is unusually high. However, don't expose him to unnecessary risks. We recommend training a second Assassin to handle the riskier missions. Be forewarned: The noise that accompanies a successful assassination will make you squirm.



Assassins are also very adept at sabotage. Use them to destroy the Christian Church in the Roman city of Antioch to create unrest, and weaken the Christian influence.



Keep recruiting in the west and north. The Huns are moving south, and you also need a considerable force to take Roman cities. Remember the Huns are on your heels, so build walls as soon as possible to maintain control of your settlements.

TIP

REMEMBER TO IMMEDIATELY DISPATCH ANY NEW FAMILY MEMBERS TO CITIES WITHOUT GOVERNORS.



You can also use the garrisoned forces at Hatra to make war on the Romans. You will need siege towers to take Antioch. First, send your Assassin to

Antioch to destroy the church (if it was rebuilt). When you finally attack, do so with a minimum of destruction. You want as many structures as possible intact when the Romans abandon the city.

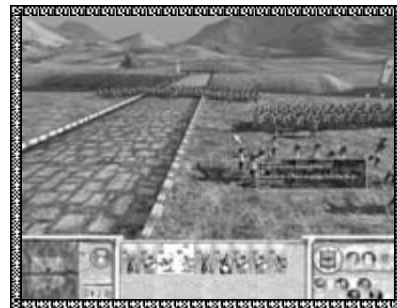
CAUTION

BEWARE OF AN ATTACK FROM THE NORTH WHILE WAITING ONE TURN TO BUILD YOUR SIEGE TOWERS.



Remember to use camels. They may look funny, but they are perfect for hit-and-run attacks.

Depending on when the Northern Roman army attacks, the battlefield may include a bridge. The south shore is a critical point to hold, and it gives your missile troops a productive target.



The bridge is a bottleneck. Use this to your advantage, even if your spearmen take a beating. If the enemy crosses the bridge too soon, the battle becomes much more complicated.



After taking care of the Roman spearmen, the remaining missile troops are easy pickings for your Clibinarii. If enemy spearmen are still a factor, have the Clibinarii fire a few volleys of spears before advancing.



FACTIONS AND CAMPAIGNS

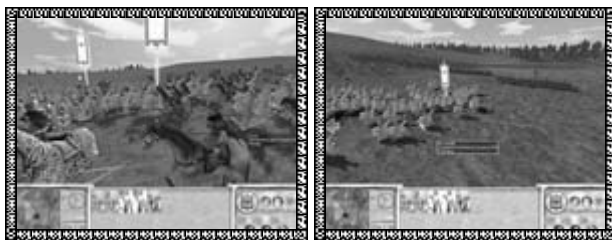


By now your siege towers should be ready, signaling the beginning of your attack on Antioch. Don't waste your time firing at the ramparts from the ground—you will hit very little.

After you breach the walls, your troops will open the gates from the inside, allowing your army to pour into the city.



SPECIAL UNITS



Cataphracts have one of the best cavalry charges in *Barbarian Invasion*. They can smash through several infantry or cavalry units before taking any damage.

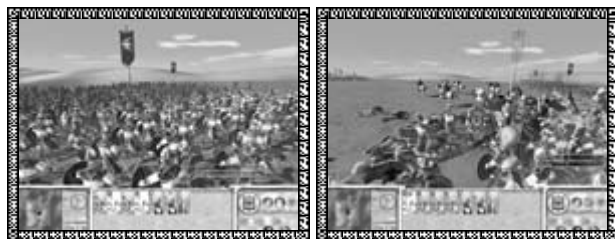


War elephants are as devastating as they are difficult to control. The two archers atop each elephant keep firing no

matter what. After you issue a cavalry charge to an elephant unit, they trample anything and everything in their path, so send them into a battle against multiple enemy units.

CAUTION

IF ELEPHANTS ROUT, CLEAR THE AREA OF OTHER FRIENDLY UNITS, BECAUSE THE ANIMALS WILL TRAMPLE ANYTHING IN THEIR PATHS.



Sughdian Warriors have maces and chain mail, so they can hold their own against any other heavy infantry unit. They are unstoppable when mopping up after an infantry charge, and they can hold a line extremely well.

SAXONS

- *Victory Conditions:* 18 provinces, including Tribus Saxones (Vicus Saxones), Britannia Superior (Londinium), Belgica (Samarobriua)
- *Difficulty Factor:* Moderate

The Saxons were a people from modern-day North Germany, Denmark, and Northern Holland. They were a warlike and harsh folk, and, like many of the German tribes, under pressure from the influx of Eastern nomadic peoples. However, instead of looking to the south, the Saxons looked across the sea to the Roman province of Britannia. Increasing pressure from Saxon raiders, invaders, and finally settlers encouraged the construction of a line of coastal forts in Britain. In AD 410, the Saxons provoked the British into appealing directly to the emperor for help.

It wasn't forthcoming. The Saxons proved to be quite vigorous expansionists, adept both as coastal sailors (which is all they needed to be) and warriors. Their style of warfare was typically Germanic in that it emphasized individual heroism rather than an organized military. It was, however, a very effective way of fighting.

A Saxon leader should be able to match the historical achievements of the Saxons in taking most of the old Roman province of Britannia. Warfare against the other German tribes should also prove challenging but probably victorious. The Saxons, however, will be at a disadvantage fighting against any people who rely on horses for their military power.

Historically, the Saxons and Angles (a subtribe) created the idea of England instead of Britain. Their influence and language has lasted until the present day.

CAMPAIGN NOTES



Saxons begin with 15,000 denarii, more than enough to recruit mercenaries and build walls. The nomadic armies that roam the area are numerous, so

defenses are important. However, you must also build economic structures to take advantage of the rich timber and amber in your territory.



The rebel army and settlement to the west are good initial targets for your expansion.

Saxons already have a Sacred Grove of Ull, which upgrades Missile Weapons (+2), so begin training archers immediately.



Construct a Weaponsmith to upgrade existing units, because newer, more advanced units are out of your reach during the first few turns.



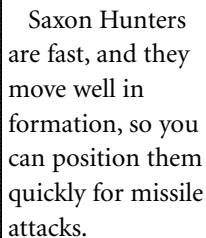
Reinforce your army with garrisoned units from Vicus Saxones, and attack the barbarian settlement to the southwest.



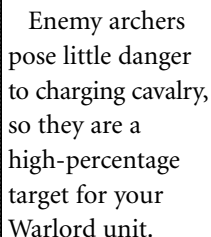
The first battle with the barbarians is evenly matched, so use your upgraded archers with confidence.



FACTIONS AND CAMPAIGNS



Build at least one more large boat to repel any future pirate attacks.



Mixing Saxon Sea Raiders with infantry balances out the very fast, but lightly armored, Sea Raiders.

After seizing Campus Frisii from the rebels, construct a market to take advantage of the “hides” resource in the area. Retrain your units in the new

settlement and bump up your taxes to balance your expenditures.

Charging an enemy unit with Hearth Troops and then forming the Shield Wall is a perfect distraction, allowing your heavy infantry to arrive on the scene and dismantle the enemy.

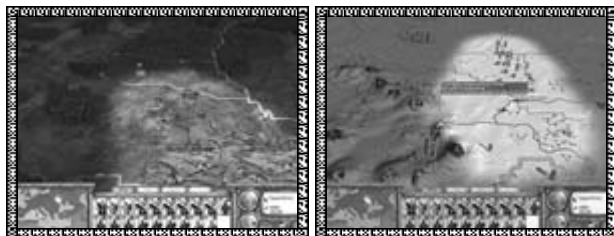


- *Victory Conditions: 10 provinces, including Baetica (Corduba), Africa (Carthage), Northern Italy (Rome)*
- *Difficulty Factor: Moderate*

The Vandals had lived for centuries in the area that would later be Silesia, but under pressure from nomadic peoples, the Vandals began moving westward, eventually crossing into Roman territory. Their westward progression caused a domino-like effect in other tribes too. Unlike some other peoples, the Vandals kept on moving once they reached Gaul, crossing into Hispania. They were granted lands by the Western Roman Empire, but they did not stay in Spain. They moved farther south into Northern Africa and eventually took the rebuilt city of Carthage as their new capital. Eventually, they would sack Rome itself, but they would attack from the south having marched around the end of the Western Mediterranean and crossed back into Southern Italy. Historically—and unlike many other barbarians—individual Vandals were attracted to the new faith of Christianity, and many converted to the Arian form of the religion. In time, this led to persecutions of Roman and Orthodox Christians unlucky enough to be in Vandal lands. There is, however, no guarantee that the Vandals will automatically become an Arian Christian people.

Although seemingly unsettled, the Vandals are actually a powerful nation on the move with an effective military. They manage to adapt well to different conditions and deal with a variety of enemies on their long march. A competent leader should be able to take them to victory!

CAMPAIGN NOTES



The Vandals begin the campaign with six large Horde armies. The force is sufficiently large to support your

early exploits, but don't be overconfident. Keep your formation tight as you move across the map, because you may encounter a large Sarmatian army.

Seek out the Goth Diplomat and offer him a bribe. When he takes it and joins the Vandals, it leaves the Goth without a Diplomat to negotiate alliances. This will come in handy when you sack Colonia Dacia.



Forming an alliance with Eastern Rome will make your travels much easier later in the campaign.



Colonia Dacia is not your best prospect for a settlement, so sack it and move on.



FACTIONS AND CAMPAIGNS

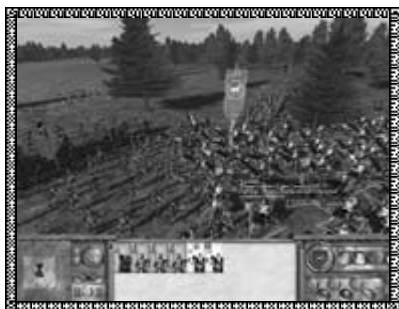


The superior Vandal armies should make short work of the undermanned Goth forces. Rely on your missile units to soften up enemy cavalry.



The Vandal Horse Archers are very versatile, and they automatically distance themselves from the enemy, firing arrows to cover their retreat.

SPECIAL UNITS



Vandal Lancers generate amazing momentum in their charge; so much so that it is better for them to charge medium to heavy infantry rather than push too deep into the ranks of light infantry where they get bogged down.



Vandal Steppe Heavy Spearmen are so fearsome, they can scare enemy infantry before landing a blow. After

the battle begins, the spearmen have enough armor to withstand heavy cavalry.

GOTHS

- *Victory Conditions:* 16 provinces, including Thracia (Constantinople), Northern Italy (Rome)
- *Difficulty Factor:* Easy

The Goths were an ancient Germanic people from the Baltic coast region who migrated toward Dacia in the third century AD; but before that, they were reputed to have crossed the Baltic from their original homeland. They settled around the Vistula River, and at some point the tribes divided into the Ostrogoths and the Visigoths, or Western Goths. The Western Goths were the first barbarians to carry out a major incursion into Roman territory, and while the other barbarians were even more brutal in their war-making, the Goths struck fear into the enemies. Their practice of sacrificing captives to their war god, Tyz, was particularly horrifying.

This practice has been abandoned now that the Goths have adopted the Arian version of Christianity. They are, however, still dangerous warriors and are well able to exploit any weakness in Roman lands or among their more barbarous neighbors.

Historically the Goths were driven across the Danube and into Roman territory by pressure from the steppes. While the Goths tried to behave peaceably, the Romans treated them abominably. At the battle of Adrianople in 378, the Goths destroyed an Imperial army and killed the emperor.

CAMPAIGN NOTES



Take Campus Iazyges for the temporary economic benefit of being in a region with metal resources. If you reposition your forces around the west side of town, you might catch the rebel Warlord unit napping.



When the enemy deploys archers in the town square, attack from two angles to minimize attrition. Put your spearmen in schiltrom formation to block off one of the paths, and then attack from the other.



Campus Iazyges is mostly pagan, so the people will barely complain when you take over.

There is gold nearby, so build a mine and start reaping the rewards. The Huns are already on the way, so build walls, and keep an eye on Vicus Sarmatae for signs of trouble.



Concentrate on making alliances so you can travel in other regions when the Horde comes.

SPECIAL UNITS

The Goth Lancers are similar to the Vandal Lancers except they have a little less speed. They are best used as bait or to harass infantry.



Goth Raiders are missile units that can also melee in a pinch. However, they do best when a lancer charge distracts the enemy, allowing the raiders to hone in on their target with a ranged attack.



UNPLAYABLE FACTIONS

The following are the unplayable factions in *Barbarian Invasion*. Some of these factions appear at specific times during a campaign, but others present themselves only if certain events take place.

CELTS

The Celts are the pre-Roman inhabitants of Britain who were never subdued after the invasion in AD 55. Hadrian made the decision to build a physical barrier to separate Northern Britannia from the Picts to the north

(in what is now Scotland). No Roman ever felt it was worthwhile to establish Roman domination over the Scotii (in modern Ireland). As a result, the old ways lingered on in these remote areas. Now, with Roman power on the wane, the Celts are looking to the rich province of Britannia. Their style of warfare has not changed much and would have been recognizable to Julius Caesar. Raids into the relatively rich Romano-British provinces are now an attractive option, as is conquest and the reestablishment of traditional ways.

OSTROGOTHS

The Eastern Goths settled in the Ukraine until they were effectively subdued by the arrival of the Huns. After the dissolution of Hun power, they were allies of the Eastern Roman Empire and were persuaded to attack Italy. The sheer breadth of Goth lands meant that it was almost inevitable that a single people would split into competing subkingdoms.

ROMANO-BRITISH

Britannia had been a part of the Roman world for nearly 350 years and had been Christian for almost a century. The province was on the edge of the empire, but that didn't make it any less important. Constantine the Great had actually been proclaimed emperor in Eboracum (York) in Northern Britannia. A tremor of fear must have gone through the people, however, when the last legions were withdrawn to defend the Imperial heartlands.

In AD 410, the inhabitants of Britannia were disappointed to find out that their formal request for help to defend their corner of the Roman Empire had been turned down. Emperor Honorius wrote to them saying, in effect, that they were on their own and that defense of the Saxon Shore—as the vulnerable coastline was called—was in their own hands. Honorius had his reasons, but this was of no satisfaction to the loyal Britons.

In place of the Roman Empire, a series of petty leaders and kingdoms emerged to provide some measure of local defense against the Picts in the north and the

Saxons from the continent. All owed allegiance to the idea of a high king of Britannia, and they were still recognizably Roman in many ways. The old ways were not going to disappear without a fight and, while the Romano-British are essentially a defensive force in military terms, they are not necessarily one that will inevitably be defeated...

SLAVS

The Slavs are an Indo-European people who appeared in Eastern Europe millennia ago. At some point in the second century AD, they crossed the Carpathian Mountains into what is now Romania and Slovakia, but they saw no need to march any farther south or westward. Over the next couple of centuries, the coming of the Huns, Avars, and other nomads drove the Slavs toward the Balkans, where they ran into Roman and Byzantine forces.

The word *slave* came into French and then English thanks to Charlemagne's wars against the Slavs in later centuries; as a direct result of these wars, his captives were sold into servitude.

THE BERBERS

The Moors and Berbers represent the many desert peoples who harried the Roman Empire in North Africa as the Western Empire slowly declined. A change in the climate may have helped drive these tribes to attack the Roman frontier, or it may simply have been the perceived weakness of Roman garrisons. In either case, the danger was such that the Romans were forced to construct a limes (pronounced lee-MAYS), or system of frontier forts, and provide for garrison troops to protect their holdings. The desert raiders were never quite strong enough to drive the Romans or the later Vandals into the sea and claim the North African littoral as their own.

HISTORIC BATTLES

In this chapter we provide strategies and tactics for the two historic battles in *Barbarian Invasion*. These battles are purely tactical—defeat the opposing force or get carried out on your shield. The Battle of Chalons puts you to the test of changing history, and in the Battle of Badon Hill, you fight alongside the legendary King Arthur.

BATTLE OF CHALONS



Winning this battle takes some work, as you are outnumbered by the Roman and Goth armies. Fortunately, the enemy's ranged capabilities are limited to two archer units and one

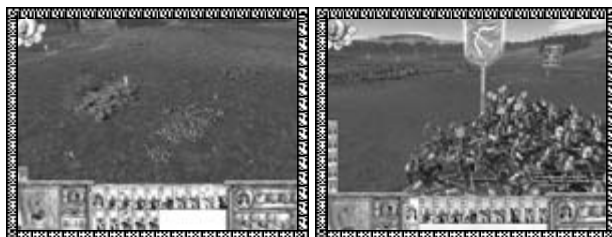
Ballistae. Chase down the archers with two spearmen units, and then surround the Ballistae to quickly remove them from the battlefield.



Now it is all about outmaneuvering the enemy. The battlefield is wide open and the Roman and Goth armies move swiftly. Roman units are difficult

to face head-on, so you must distract their facing unit while using another to circle around to the flank. Going head-to-head against any Roman unit is a no-win scenario. The Roman Army will look for similar opportunities, so watch your back.

You have three Hunnic Light Cavalry and one Heavy Cavalry unit hiding in the trees to the left. Keep them there and use your Horse Archers to draw the enemy toward the trees.



When the Romans are close, attack their right flank with your hidden cavalry. You must set the trap for this to work, and it is sometimes difficult to draw the enemy close enough. History is not on your side for this battle, so you need deception to gain the upper hand. Continue luring one Roman unit at a time into a frontal attack and then hit their flanks. After thinning the enemy's ranks, you can chase the fleeing enemies down for total victory, or accept a victory based on your superior troop strength.

BATTLE OF BADON HILL

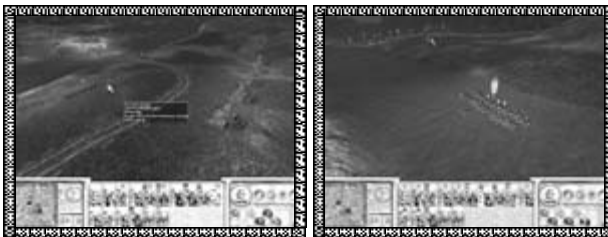
The twelfth battle was on Badon Hill, in which 960 men fell in one day from a single charge of Arthur's, and no one laid them low save he alone; and he was victorious in all his campaigns. —Nennius, Historia Brittonum, IV, 56

HISTORIC BATTLES



Your forces begin the battle at the top of a hill and below on one side of the river. The Saxons have a serious advantage in troop strength, and as the battle begins, they are marching on your Alemanni allies on the other side of the river. Victory depends on the survival of both your Generals, so you must act quickly.

Don't worry about the sandbar. The Hounds of Culann go berserk without prompting and pursue the enemy infantry to the river's other side. Provide support with your Onagers.



Order your infantry and Light Cavalry to swim the river to the main force's right. Get to your Alemanni allies on the hill before the numerically superior Saxon units arrive.



For now, outrun the infantry with your cavalry and race to the hill where the Alemanni are taking heavy fire. Disrupt and rout the Saxon Archers with your Light Cavalry.

TIP

NEVER LET ROUTING
SPEARMEN ESCAPE!
YOUR FORCE IS
MOSTLY CAVALRY, SO
SPEARMEN PRESENT A
SERIOUS THREAT
ANYWHERE ON THE
BATTLEFIELD.



Run back and forth on top of the hill, alternating between charging the Heavy Cavalry and infantry and then the archers who threaten the Alemanni.



Hold the hill and protect the spearmen in schiltrom formation. This is critical because the lord you must protect is within one of the formations.

Keep him safe and you will eventually rout your enemies. As spearmen and infantry counterattack, wheel around and attack their flanks. By this time, their numbers are too thin to withstand the pressure, and victory is inevitable.

THE HORDE FACTOR

When your faction is down to its last settlement, there is little to do but watch the invading army wipe the last trace of your existence from the map—unless you have the Horde ability. If you control the Franks, Goths, Huns, Sarmatians, or Vandals (they begin their campaign as a Horde), you can delay defeat by fleeing the battlefield to fight another day. In the following sections, we describe how Hordes are formed, how they operate, and when they can settle.

NOTE

THE COMPUTER-CONTROLLED BURGUNDII, LOMBARDI, OSTROGOTHS, ROXOLANI, AND SLAVS CAN ALSO HORDE.

THE HORDE APPEARS



When a faction forms a Horde, the population disappears and several Horde units appear. These units consist of the remain-

ing army before the formation of the Horde, plus several additional units (forces that carry "Horde" in their title are the new Horde units). These new Horde units include some of the best troops, who you can train in the old settlement.

NOTE

TO FORM A HORDE, CLICK ON THE SMALL TENT ICON THAT APPEARS ON THE SETTLEMENT DETAIL SCREEN.



The Horde that forms in the first part of the Goth campaign includes Spearmen, Horsemen, and Chosen Warriors. A unit with a black wheel in the tile icon's upper right-hand corner is a Horde unit that will disband when the Horde settles.



Vandals begin their campaign as a small Horde, but you can reinforce them by recruiting mercenaries (if you have a General and enough money to pay them).

CAUTION

WHEN YOUR ARMY IS ON THE MOVE AS A HORDE, YOU DO NOT HAVE TO PAY YOUR EXISTING UNITS. HOWEVER, WHEN YOU RECRUIT MERCENARIES, THEY EXPECT TO BE PAID IMMEDIATELY, AND THEIR FUTURE PAY COMES OUT OF THE FACTION TREASURY. DON'T DRAIN YOUR FINANCES WITH TOO MANY MERCENARY UNITS, BECAUSE THERE ARE CONSIDERABLE EXPENSES WHEN YOU DECIDE TO SETTLE.

ATTACKING A SETTLEMENT

When your Horde attacks and defeats a defending army, you must decide whether to settle down or sack the place and move on. If you sack the settlement, most of the population



is killed, buildings are destroyed, and you acquire the town's remaining cash value. You lose some of this money to any mercenaries in your army before it reaches your faction treasury.

If you decide to settle rather than sack the town, half of your current Horde is disbanded; the former Horde warriors return to civilian life and blend with the remaining inhabitants.



NOTE

YOU CAN SETTLE IN A MAXIMUM OF THREE SETTLEMENTS. AT THE SECOND LOCATION, HALF OF YOUR HORDE DISBANDS; AT THE THIRD SETTLEMENT, ALL THE REMAINING UNITS DISBAND AND JOIN THE POPULATION. YOUR REMAINING REGULAR TROOPS NOW RESUME THEIR PAY CYCLE, ALONG WITH ANY MERCENARIES LEFT IN YOUR ARMY.

HORDE DIPLOMACY



Try to have diplomats in your army before you create a Horde, because after you are on the road, you cannot train units. A Horde diplomat has

limited ammunition for bargaining (you no longer have settlements to give away), but you can still negotiate safe passage through a foreign territory.

HORDE STRATEGIES

There is safety in numbers. Keep your Horde army in tight formation to avoid having enemy armies pick off isolated units.



TIP

AFTER ATTACKING A SETTLEMENT, DON'T TAKE TOO LONG DECIDING WHETHER OR NOT TO SACK IT OR SETTLE. IF IT IS AN ISOLATED SETTLEMENT, YOU ARE BETTER OFF SACKING IT AND MOVING ON. WAIT UNTIL YOU CAN SUCCESSFULLY ATTACK TWO NEARBY SETTLEMENTS AT ONCE. THIS WAY YOU WILL HAVE IMMEDIATE INCOME FROM TRADE ROUTES BETWEEN THE TWO SETTLEMENTS.

Protect your Horde troops as much as possible, using your regular army for most attacks. You need the Horde troops to disband and run your new settlement. If their numbers fall too low, you will have a difficult time getting your settlement off the ground.



TIP

BEFORE YOU ATTACK THE LAST SETTLEMENT OF A FACTION THAT CAN HORDE, MAKE SURE YOU ARE STRONG ENOUGH TO DEFEAT THE NEW HORDE (REMEMBER, IT WILL BE STRONGER THAN THE ARMY YOU ORIGINALLY ATTACKED).



Succeeding as a Horde against the Romans or Sassanids can be extremely difficult. If you can pull it off, attack one faction until you force

them into a Horde. Then, chase the Horde into another enemy. Now, step back and watch your enemies fight each other. When both sides are hurting, move in and grab what's left, either a load of cash or a new settlement.

TIP

AFTER BECOMING A HORDE, DON'T ESTABLISH YOURSELF TOO CLOSE TO YOUR ORIGINAL SETTLEMENT, OR YOU RISK EXPOSURE TO THE SAME ENEMY THAT ORIGINALLY FORCED YOU INTO A HORDE.

RELIGION

As the Roman Empire crumbled, the clash between ancient pagan beliefs and Christianity intensified. But even more damaging to Christianity was the spread of Zoroastrianism, the official state religion of the Sassanids. In *Barbarian Invasion*, the Sassanids are the only faction that cannot convert to a different religion.

Barbarian Invasion introduces a religious model that represents these conflicts, and it creates significant challenges as you expand your kingdom. In this chapter, we examine each religion and discuss how religious unrest impacts your settlements. We also show you how to control public unrest by fostering religious harmony, and we offer tips for using covert methods to introduce religious unrest in rival settlements.

ZOROASTRIANISM

Zoroastrianism is the Sassanid's state religion. You cannot convert your population to Christianity or paganism. However, this does not protect your people from the effects of religious unrest if other beliefs infiltrate your settlements. The following sections include tips for strengthening Zoroastrianism in your settlement and extending your religious influence to other kingdoms.

STRENGTHEN YOUR RELIGIOUS INFLUENCE



Zoroastrianism is the official religion of the Sassanid Empire at the campaign's beginning.



Go to the Settlement tab on the City menu to find information on each religion's relative strength in the Breakdown of Belief report. This report also shows the cumulative effects of other religious modifiers, including Academy buildings and the influence of adjacent settlements.



Construct larger temples to increase the religious conversion rate. The Zoroastrian Large Temple also increases public order by boosting Happiness by 5 percent and Law by 15 percent.

At the highest level, the Zoroastrian Temple Complex increases the conversion rate to 25 percent, while boosting Happiness by 10 percent and Law by 25 percent.



Academy buildings also deliver valuable religious conversion boosts, like the Great School pictured here. Academy buildings also improve Public Order by boosting your settlement's Law rating.



Suitors appear with regularity, and it's a good idea to check their religious preference before approving the marriage.

TIP

SPIES CAN DOUBLE AS COVERT MISSIONARIES BY INFLUENCING THE CONVERSION FACTOR IN A SETTLEMENT THAT IS ON YOUR LIST OF AREAS TO CONQUER. OVER TIME, A SPY CAN SOFTEN THE EFFECTS OF YOUR ARRIVAL BY USING RELIGIOUS INFLUENCE TO CONVERT SOME OF THE POPULATION TO ZOROASTRIANISM. WHEN YOUR GENERAL FINALLY TAKES OVER, PUBLIC UNREST SHOULD BE LESSENED IF A PORTION OF THE POPULATION IS ALREADY LEANING TOWARD YOUR RELIGION.

MONITOR BORDER RELIGIONS



Our General, Melchior the Builder, is a Zoroastrian advocate, giving him an additional 5 percent conversion factor on top of his basic 5 percent.



Our Sassanid city of Hatra experiences a steady 10 percent Christian conversion from the neighboring region.



After conquering the neighboring settlement of Kotais, the occupying army led by a Zoroastrian General imposes an immediate 20 percent conversion rate on the populace.



After razing the existing Christian Church, we begin construction on a Zoroastrian Shrine. Watch your Public Order

rating to determine the likelihood of an uprising. If the numbers are too low, bring in other Zoroastrian characters to increase the conversion rate.

CHRISTIANITY

With the death of Julian the Apostate at the beginning of the Roman campaign, you can either return the kingdom to Christianity, or remain true to the old gods. If you decide to promote Christianity, weed out pagan Generals and reinforce your religion with an “army” of priests if you want fend off the Sassanids and a variety of pagan kingdoms. The following sections provide a sampling of what you can expect during a campaign’s course.

BUILD TEMPLES AND SHRINES



As we begin a Roman campaign, Constantinople already has a church, so we build an Hermitage to train Orthodox Priests.



There is heavy pagan influence from the Temple of Mithras in nearby Ancyra. When you encounter rival religious structures, tear them down and build your own shrines. Leaving a pagan shrine in place only invites public unrest.

TIP

IF PUBLIC ORDER FALLS DRAMATICALLY AFTER DESTROYING AN EXISTING SHRINE, LOWER THE TAXES FOR A BRIEF TIME TO APPEASE THE POPULACE UNTIL THEY HAVE HAD TIME TO ACCEPT THE NEW RELIGION.

WATCH YOUR NEIGHBORS

Send a spy into a neighboring settlement to sabotage a Zoroastrian temple that projects its influence on your Christian city. Spies and Assassins work well in teams to sow the seeds of religious unrest. Remove a spy immediately after you complete the mission so he is not discovered.



Christian settlements in the surrounding areas will increase the region's conversion rate, as shown in the Breakdown of Belief pictured here.

PRIESTS IN THE FIELD

The Hermitage trains Orthodox Priests who have the ability to Chant and Rally nearby units that have low morale. Their Chanting can also lower the morale of enemy units. Priests have little fighting ability, and they have absolutely no way to defend themselves while Chanting, so keep them well protected on the battlefield.

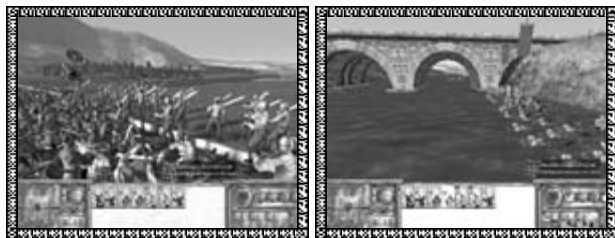
**NOTE**

THE ONLY CHRISTIAN RELIGIOUS BUILDINGS THAT PRODUCE FIGHTING UNITS ARE THE FRANKISH MONASTERY AND THE ABBEY, WHERE YOU TRAIN PALADINS ALONGSIDE CATHOLIC PRIESTS. PALADINS HAVE AN EXCELLENT CHARGE, AND THEY ARE UNUSUALLY SPEEDY FOR HEAVY CAVALRY. THEIR HEAVY ARMOR ALLOWS THEM TO LAST LONGER IN A MELEE.

**PAGANISM**

The old ways die hard, and many factions still build shrines to their pagan gods. This is especially interesting in the Roman campaign because of the ongoing battle between Christianity and paganism.

PAGAN POWER



The best part of ruling the Alemanni faction is the ability to train Lombard Berserkers at the Shrine of Donar. The berserkers chew through infantry with such fervor it is almost painful to watch. They will even swim to pursue a fleeing enemy unit. However, berserkers are susceptible to a cavalry charge (as are all infantry units), so listen for pounding hoofbeats if you want to protect your maniacs.

ALL PAGANS ARE NOT EQUAL

There are many pagan religions, and although they appear to be similar in beliefs, they don't mix well. Replace existing buildings with ones that worship your chosen gods.



TIP

WHEN BATTLING THE ROMANS, TAKE ADVANTAGE OF THE PAGAN SETTLEMENTS THAT ARE DOTTED THROUGHOUT THE KINGDOM. TARGET ANOTHER SETTLEMENT ADJACENT TO ONE THAT IS ALREADY PAGAN, AND TAKE ADVANTAGE OF THE PAGANISM THAT IS ALREADY "LEAKING" ACROSS THE BORDER.

SPECIAL TRAITS, CHARACTERS, AND OBJECTS

NOTE

THE TRAITS COVERED IN THIS CHAPTER ARE SPECIAL TRAITS UNIQUE TO *BARBARIAN INVASION*.

The inevitable clash of armies in *Barbarian Invasion* is an integral part of the game, and it is an actual representation of history. But, there are those times when the battlefield is quiet and you have a few moments to consider how to improve your Generals' physical, psychological, or political prowess by reinforcing his belief system with trait upgrades. The following tables cover all the traits in *Barbarian Invasion*, including descriptions of each level upgrade.

The conflict between Christianity and paganism is a critical part of the game. However, it is not simply a case of throwing your support behind one belief system and then taking that belief to one settlement after another. For example, if you consistently surround your General with Christian buildings, chances are you will receive level upgrades in Christian Conversion, a peaceful, but decisive ability to persuade others to follow the teachings of Jesus. If you continue to surround that General with Christian buildings and other Christians, he will continue to gain strength in his ability to convert others.

However, if you take all of this righteousness on the road to a pagan settlement, and the General settles in for a time, this positive religious feeling has a decidedly negative effect on the pagan population, causing unrest and increasing the chances of revolt. Compounding this is the likelihood the General will

SPECIAL TRAITS, CHARACTERS, AND OBJECTS

also earn the Hates Pagan trait by hanging around the “wrong” religious buildings for too long. As this trait develops, the General has an increasingly negative effect on pagan populations, inspiring even more unrest.

But, it's not all bad. As the General develops an upper-level Hates Pagan trait, this translates into increased battlefield command abilities when fighting barbarians.

So, the development of traits is multilayered, and not as simple as it seems. For this reason, we like the “mix-and-match” strategy for establishing and monitoring religions as your kingdom expands. Pay special attention to the religious traits of the resident Governor, and keep in mind that it is not required that all of your Generals share the same religious beliefs.

CHARACTER TRAITS



Roman Faction Heir

NONRELIGIOUS TRAITS

Trait Name	Level	On-Screen Name	Description
Night Battle Capable	1	Night Fighter	+1 Command when fighting at night. This trait allows a General to fight a battle at night.
Loyalty Starter	1	Loyalty Starting Value	+4 Loyalty. Sets starting loyalty value (Roman characters only).
Roman Faction Leader	1	Augustus	+2 Influence, +1 Command, +3 to Personal Security (improves the chances of detecting and foiling assassination attempts). Being the emperor of half the Roman World gives this man a certain amount of power and influence regardless of his ability.
Roman Faction Heir	1	Caesar	+1 Influence, +2 to Personal Security (improves the chances of detecting and foiling assassination attempts). Being the heir to half the Roman Empire gives this man a certain amount of power and influence regardless of his ability.
Hunnish Fearsomeness	1	Fearsome Presence	-2 from Unrest (improves Public Order). When this man draws near, the safest place to be is on your knees...praying!
—	2	Terrifying Personality	-3 from Unrest (improves Public Order). Prayers for mercy keep this man's subjects away from trouble!
—	3	Terrible to Behold	-4 from Unrest (improves Public Order). The fear of God is one thing that meets with this man's approval.
—	4	Sent by the Devil	-5 from Unrest (improves Public Order). God has surely sent this man to punish the world. Sinners should pray for mercy!
Race Fan Red	1	Up the Reds	+1 to Unrest (has a negative effect on Public Order), -1 from Law (has a negative effect on Public Order). This man is a racing fan of the Reds and allows it to influence his political decisions.
Race Fan Blue	1	Up the Blues	+1 to Unrest (has a negative effect on Public Order), -1 from Law (has a negative effect on Public Order). This man is a racing fan of the Blues and allows it to influence his political decisions.
Race Fan Green	1	Up the Greens	+1 to Unrest (has a negative effect on Public Order), -1 from Law (has a negative effect on Public Order). This man is a racing fan of the Greens and allows it to influence his political decisions.
Race Fan White	1	Up the Whites	+1 to Unrest (has a negative effect on Public Order), -1 from Law (has a negative effect on Public Order). This man is a racing fan of the Whites and allows it to influence his political decisions.

Hear the Word of the Lord!



PRO-CHRISTIAN TRAITS

Trait Name	Level	On-Screen Name	Description
Christian	1	Christian	+5% Christian conversion. This man has a basic belief in the tenets of Christianity.
Christian Piety	1	Pious Man	+1 to Law (improves Public Order). This man visibly tries hard to live by the Christian code of ethics.
—	2	Notably Pious	+2 to Law (improves Public Order). This man inspires by his aura of Christian piety.
—	3	Living Saint	5% penalty on Tax Income, +3 to Law (improves Public Order). This man's Christian piety shines through all his good works.
—	4	Heaven Awaits One of Its Own	20% increase to cost to bribe, 10% penalty on Tax Income, +4 to Law (improves Public Order). This man's name is a byword for what a good Christian should be.
Christian Conversion	1	Christian Teacher	+5% Christian conversion. This man has a talent for persuading people to follow the teachings of Jesus.
—	2	Hear the Word of the Lord!	+10% Christian conversion. This man has a powerful knack for convincing people to convert to his faith.
—	3	Inspirational Christian	+15% Christian conversion. By word and deed this man convinces many that the teachings of Christ are the only way to live.
Christian Proselytism	1	Conversion by Force	+5% Christian conversion, +1 to Unrest (has a negative effect on Public Order). Those who refuse to convert are in need of chastisement, for the good of their souls.
—	2	Conversion by the Sword	+10% Christian conversion, +2 to Unrest (has a negative effect on Public Order). The sword or the Christian faith: these are the choices this man offers.
—	3	Believe or Die!	+15% Christian conversion, +3 to Unrest (has a negative effect on Public Order). The cleansing flames await all heathens, heretics, and wrongdoers. They must be saved!
Christian Poverty	1	Virtue of Poverty	10% penalty on all Trade Income, +5% Christian conversion. This man believes that worldly goods are a distraction for a true Christian.
—	2	Vow of Poverty	20% penalty on all Trade Income, +10% Christian conversion. This man makes sure that worldly goods do not spread a corrupting influence over a Christian flock.
—	3	Poverty is Godly	30% penalty on all Trade Income, +15% Christian conversion. This man makes every effort to keep tempting riches away from good, honest Christians.

Hunts Down Christians



ANTI-CHRISTIAN TRAITS

Trait Name	Level	On-Screen Name	Description
Hates Christianity	1	Dislikes Christian Cultists	-1 from Law (has a negative effect on Public Order). Christians have an unhealthy obsession with death and their afterlife.
—	2	Hates Christian Ways	-2 from Law (has a negative effect on Public Order). Christians. Bah. If they like fish that much, maybe they should be sleeping with them.
—	3	Loathes Christians	+1 Command when fighting against Romans, -2 from Law (has a negative effect on Public Order). The only good Christian is a martyred Christian!
Christian Disillusion	1	Doubts about God	-1 Morale for all troops on the battlefield. Christianity no longer makes sense for this man as a response to the world.
—	2	Is there a God?	-1 Morale for all troops on the battlefield, +1 to Unrest (has a negative effect on Public Order). This man has had second and third thoughts about Christianity.
—	3	Lies and Falsehoods	-1 Morale for all troops on the battlefield, -1 from Personal Security (increases the chances of falling victim to assassination), +1 to Unrest (has a negative effect on Public Order). This man openly refutes the Church and its teachings as mumbo jumbo.
Zoroastrian Loathe Christians	1	Christian Harassment	+5% Zoroastrian conversion, +1 to Unrest (has a negative effect on Public Order), +2 to Law (improves Public Order). The law is there to make the lives of Christians miserable.
—	2	Suppresses Christians	+5% Zoroastrian conversion, +2 to Unrest (has a negative effect on Public Order), +2 to Law (improves Public Order). Christians must understand that they have no worth and are not welcome.
—	3	Hunts Down Christians	+10% Zoroastrian conversion, +2 to Unrest (has a negative effect on Public Order), +3 to Law (improves Public Order). Christians should renounce their faith...or their lives. Right now.

SPECIAL TRAITS, CHARACTERS, AND OBJECTS

CHRISTIAN HERETIC TRAITS

Trait Name	Level	On-Screen Name	Description
Christian Arian Heresy	1	Arian Thinker	+5% Christian conversion, +1 to Law (improves Public Order). The dispute put forward by Arius about the nature of Christ has interested this man.
—	2	Arian Heretic	+2 to Unrest (has a negative effect on Public Order). The arguments of Arianism have convinced this man that Jesus was not “one with the Father” but separate.
Christian Pelagian Heresy	1	Pelagian Thinker	+5% Christian conversion, +1 to Unrest (has a negative effect on Public Order). This man accepts that original sin is not inherent in mankind.
—	2	Pelagian Heretic	+10% Christian conversion, +2 to Unrest (has a negative effect on Public Order). This man espouses views of freedom and moral choice at odds with those of the Church.
Christian Nestorian Heresy	1	Nestorian Thinker	+1 to Unrest (has a negative effect on Public Order). This man finds Nestor’s arguments about Christ’s human nature convincing.
—	2	Nestorian Heretic	+2 to Unrest (has a negative effect on Public Order). This man refuses to accept Church teachings on the naming of Mary as the “Mother of God.”
Christian Donatist Heresy	1	Donatist Thinker	+5% Christian conversion, +1 to Unrest (has a negative effect on Public Order). This man thinks that moral standards should be applied to followers of the Church.
—	2	Donatist Heretic	+10% Christian conversion, +2 to Unrest (has a negative effect on Public Order). This man believes that sinful clergy should not be allowed to carry out Church duties.

Pagan



PRO-PAGAN TRAITS

Trait Name	Level	On-Screen Name	Description
Pagan	1	Pagan	+5% Pagan conversion. This man is a follower of the old ways and the old gods.
Pagan Piety	1	Believes in the Gods	-1 from Unrest (improves Public Order). This man is openly religious and respectful of the gods.
—	2	Obedient to the Gods	+5% Pagan conversion, -1 from Unrest (improves Public Order). This man is respectful of the gods and seeks their advice—through the priesthood—before making major decisions.
—	3	Reveres the Gods	+10% Pagan conversion, -2 from Unrest (improves Public Order). This man has a deep belief in the gods and all the gods’ priests and priestesses.
Pagan Conversion	1	Worship the Gods!	+5% Pagan conversion. The old gods were good enough for our fathers! They should be more than good enough for us! Everyone should worship them.
—	2	The Old Ways Are Best	+10% Pagan conversion. This man cannot bear the thought that anyone should not have the chance of worshipping the old gods. A change of faith is their only hope!
—	3	Sacrifice	+15% Pagan conversion. Those who do not worship the old gods should be offered up as sacrifices! Many around this man are quite vocal about their faith.

Doubts about the Gods



ANTI-PAGAN TRAITS

Trait Name	Level	On-Screen Name	Description
Hates Pagan	1	Dislikes Pagan Ways	+1 to Unrest (has a negative effect on Public Order). This man makes no secret of the fact that he finds pagans and their nasty little ways offensive.
—	2	Hates Foul Pagans	+2 to Unrest (has a negative effect on Public Order). Pagan ways are wrong, very wrong. Everything about them reeks of evil.
—	3	Loathes Pagans	+1 Command when fighting against barbarians, +3 to Unrest (has a negative effect on Public Order). Pagans are filth. Their heathen heads should be separated from their disgusting shoulders!
Pagan Disillusion	1	Doubts about the Gods	-1 Morale for all troops on the battlefield. Are the gods real? How is a man to know?
—	2	Are There Gods?	-1 Morale for all troops on the battlefield. If the old gods exist, they certainly don't care about men and their petty affairs.
—	3	The Old Gods Are False!	-1 Morale for all troops on the battlefield, -1 from Personal Security (increases the chances of falling victim to assassination). The old gods are nothing more than a tale told to small children. And what does it matter?

Zoroastrian Advocate



PRO-ZOROASTRIAN TRAITS

Trait Name	Level	On-Screen Name	Description
Zoroastrian	1	Zoroastrian	+5% Zoroastrian conversion. This man has a basic belief in the teachings of Zoroaster.
Zoroastrian Piety	1	Natural Zoroastrian Follower	+5% Zoroastrian conversion. This man's Zoroastrian beliefs show through in his daily life and deeds.
—	2	Zoroastrian Piety	+5% Zoroastrian conversion, +1 to Law (improves Public Order). This man does little that does not confirm and reinforce his faith.
—	3	Pious Follower of Zoroaster	+10% Zoroastrian conversion, +2 to Law (improves Public Order). This man is a shining example to all followers of Zoroaster's teachings.
Zoroastrian Conversion	1	Zoroastrian Advocate	+5% Zoroastrian conversion. The teachings of Zoroaster are wisdom that is best shared.
—	2	Zoroastrian Preacher	+10% Zoroastrian conversion. This man has a talent for bringing new people into the Zoroastrian faith.
—	3	Light of Zoroaster	+15% Zoroastrian conversion. This man has a true gift for bringing Zoroaster's teachings to all around him.

SPECIAL TRAITS, CHARACTERS, AND OBJECTS

Doubts about Zoroastrianism



ANTI-ZOROASTRIAN TRAITS

Trait Name	Level	On-Screen Name	Description
Hates Zoroastrian	1	Dislikes Zoroastrian Cultists	+1 to Unrest (has a negative effect on Public Order). Peculiar religions from the East are all very well, but not for this man.
—	2	Hates Zoroastrian Ways	+1 to Unrest (has a negative effect on Public Order). The ways of these Zoroastrians fill this man's soul with a deep unease.
—	3	Loathes Zoroastrians	+1 Command when fighting against Eastern enemies, +2 to Unrest (has a negative effect on Public Order). Zoroastrians know things—they plot things—and they must be rooted out!
Zoroastrian Disillusion	1	Doubts about Zoroastrianism	-1 Morale for all troops on the battlefield. Zoroastrianism no longer makes sense for this man as a response to the world.
—	2	Crisis of Zoroastrian Faith	-1 Morale for all troops on the battlefield. This man has had second and third thoughts about Zoroaster and his teachings.
—	3	Zoroastrian Foolishness	-1 Morale for all troops on the battlefield, -1 from Personal Security (increases the chances of falling victim to assassination), +1 to Unrest (has a negative effect on Public Order). This man openly refutes Zoroaster and his teachings as mere mumbo jumbo.

ANCILLARIES

As you move across the map spreading your religious and political beliefs, or simply annihilating any army or settlement in your path, you have the opportunity to gain an interesting collection of ancillaries (subordinates). You have no direct control over how and when these retainers appear, but it is important to know their positive and negative attributes. This way you can decide whether to keep them, or pawn them off on one of your not-so-favorite heirs.



Witch Mother

ANCILLARIES

Ancillary	Description
Abbess	+5% Christian conversion; improves the chances of casualties recovering from their wounds. Retreating from the world does not mean ignoring it.
Abbot	+5% Christian conversion; decreases the chance of having children. Retreating from the world does not mean ignoring it.
Anchoress	-1 Morale for all troops on the battlefield, 10% increase to cost to bribe, +5% Christian conversion, -1 from Unrest (improves Public Order). A woman who has completely disdained the world can be an inspiration in moments of weakness.
Anchorite	10% increase to cost to bribe, +5% Christian conversion, -1 from Unrest (improves Public Order). A man who has completely disdained the world can be an inspiration in moments of weakness.
Bishop	+10% Christian conversion, +1 to Law (improves Public Order). "The Church is father to all men, even those who will not acknowledge God's love..."
Heretic	10% increase to cost to bribe, +5% Christian conversion, +1 to Unrest (decreases Public Order). A man who refuses to believe what he is told by the hierarchy can bring a fresh perspective.
Hermit	+10% Christian conversion, +1 to Squalor (decreases Population Growth and Public Order). Silence in the service of God can be an awesome thing.
Hun Turncoat	+1 Command when fighting against Huns. Some men are willing to turn against their own kind for all sorts of reasons.
Witch Mother	+2 Morale for all troops on the battlefield, +1 to Line of Sight (increases the range at which enemies are spotted), -1 from your General's hit points (how many hits your General can take before dying). "There are many secrets to be read in the blood of men, and in other things..."
Myrddyn	+2 to Line of Sight (increases the range at which enemies are spotted); improves the chances of casualties recovering from their wounds. "A dream to some—a nightmare to others!"
Pilot	+1 Command at sea. To know the coastline like the back of your hands can be a tactical advantage.
Steppe Archer	+1 Command, +1 Command when commanding cavalry. An expert in training and leading Horse Archers.
Nomad Turncoat	+1 Command when fighting against Nomads. Some men are willing to turn against their own kind for all sorts of reasons.
Patriarch of Alexandria	+1 Influence, +5% Christian conversion, +1 to Unrest (decreases Public Order). This man has administrative responsibility for much of the Church in North Africa.

ANCILLARIES CON'T.

Ancillary	Description
Patriarch of Antioch	+1 Influence, +5% Christian conversion, +1 to Unrest (decreases Public Order). This man has administrative responsibility for much of the Church in the East.
Patriarch of Constantinople	+2 Influence, +5% Christian conversion, +1 to Unrest (decreases Public Order). This man has administrative responsibility for some of the Church in the Eastern Empire.
Patriarch of Jerusalem	+1 Influence, +10% Christian conversion, +1 to Unrest (decreases Public Order). This man has a special claim to leadership of the Christian Church.
Patriarch of Rome (Pope)	+2 Influence, +5% Christian conversion, +1 to Unrest (decreases Public Order). A father figure to the Church in the West.
Clever Monkey	+3 to agent's skill. Some animals seem to be almost human in their capacity for deceit.
Priest of Sol Invictus	+1 Influence. The help of an invincible god is something sought by all sensible men.
Priest of Mithras	+1 Influence. The help of an invincible god is something sought by all sensible men.
Eastern Roman Turncoat	+2 Command when fighting against Romans. It is a terrible thing when a man turns against his own kind.
Western Roman Turncoat	+2 Command when fighting against Romans. The chance of advancement does not excuse some treacheries, even if it explains them.
Veteran Horseman	+1 to Personal Security (improves the chances of detecting and foiling assassination attempts), +1 Command when commanding cavalry. A grizzled veteran of many campaigns, loyal and true, constantly alert to dangers around his warlord.
Zoroastrian Teacher	+10% Zoroastrian conversion, -1 from Unrest (improves Public Order). The teachings of Zoroaster must be brought to the many.
Zoroastrian Philosopher	-1 from Unrest (improves Public Order), +2 to Law (improves Public Order). The teachings of Zoroaster can be applied to all things.
Zoroastrian Mystic	+10% Zoroastrian conversion, -1 from Unrest (improves Public Order). The path to wisdom lies along many roads.

CHRISTIAN SAINTS AND PERSONALITIES

These personalities may appear during their actual historical lifetimes if the right situation inspires their arrival. For example, Pelagius (AD 354–418) tried to bring the people back to the original teachings of Jesus. He failed, but perhaps if you establish a strong foundation among your settlements, he will appear.

However, if you have built up a strong Trade Income, you probably don't want to invite Deaconess Olympias to visit. She dispersed all of her worldly goods, gave freely to the poor, and embraced a life of poverty. If the Deaconess arrives, your Trade will suffer a substantial 10 percent penalty.



Marcella

CHRISTIAN SAINTS AND PERSONALITIES

Name	Description
Ambrosius	-1 from Unrest (improves Public Order), +1 to Law (improves Public Order). The "Honey-Tongued Doctor" of the Church who sweetly spreads peace by his every word and action.
Atticus	+10% Christian conversion, -2 from Unrest (improves Public Order). While he supports the Macedonian Heresy that the Holy Spirit is not God, Atticus remains a good Christian.
Augustine of Hippo	+1 Command when defending, +1 Command when defending walls, +2 to Law (improves Public Order). Something of an authoritarian in Church affairs and a man who proposes a doctrine of "just war" in defense of Christianity.
Daniel the Stylite	-15% to Movement Points (reduces the distance armies can march), +1 to Squalor (decreases Population Growth and Public Order), +1 to Law (improves Public Order). Seated atop a pillar, the world is calm, and God's will can be proclaimed.
Eusebius Hieronymus Sophronius	+5% Christian conversion, +2 to Law (improves Public Order). Although keen to finish his work on a new Bible translation, this man brings his bookish wisdom to bear on many affairs.
John Chrysostom	+5% Christian conversion, +1 to Unrest (decreases Public Order). A sermon, particularly an erudite sermon that lasts hours, can be powerfully persuasive.
John the Silent	+2 to Squalor (decreases Population Growth and Public Order), +1 to Law (improves Public Order). Being walled up to contemplate the Lord's works concentrates the mind wonderfully.
Marcella	5% penalty on all Trade Income, +5% Christian conversion, 5% penalty on Tax Income. Poverty is next to godliness, and time spent honoring Christian martyrs is never time wasted!

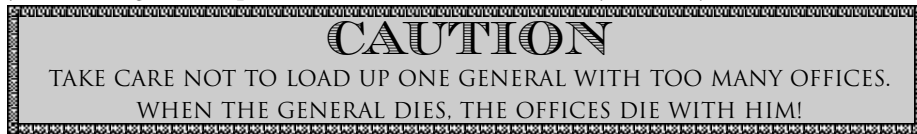
SPECIAL TRAITS, CHARACTERS, AND OBJECTS

CHRISTIAN SAINTS AND PERSONALITIES CON'T.

Name	Description
Nestorius	+5% Christian conversion, +1 to Unrest (decreases Public Order). Nestor's arguments about the divine and human natures of Christ cause controversy.
Deaconess Olympias	10% penalty on all Trade Income, -1 from Unrest (improves Public Order), +1 to Law (improves Public Order). A vow of poverty is a way of achieving God's grace.
Pelagius	+5% Christian conversion, +1 to Unrest (decreases Public Order). Pelagius' arguments about original sin are controversial to some, yet comforting to others.
Porphyrius	+10% Christian conversion, +2 to Unrest (decreases Public Order). Taking the word of God to nonbelievers needs dedication.
Simeon Stylites	-15% to Movement Points (reduces the distance armies can march), -1 from Unrest (improves Public Order). Standing on top of a column allows a man to proclaim God's word properly. It doesn't make it easy to relieve one's bladder.

OFFICES OF STATE

This collection of offices can bring power to you or one of your Generals. Like ancillaries, you can drag and drop these offices to Generals within your army or settlement.



Magister militum praesentalis

OFFICES OF STATE

Name	Description
Amici principis	+3 Loyalty. This man is officially seen as a friend of the emperor and a man who can do any dirty job.
Comes dispositionum	+15% to Movement Points (gives armies the ability to Forced March), +2 Loyalty. This man has been appointed as the Count of the Imperial Calendar (and itinerary) in the Eastern or Western Empire.
Comes domesticorum equitum	+2 Loyalty, +1 Command when commanding cavalry. This man has been appointed as the Count of the Household Cavalry.
Comes litoris saxonici per Britannium	+1 Morale for all troops on the battlefield, +2 Command when fighting against Barbarians. This man has been appointed as Count of the Saxon Shore.
Dux Britannium	+3 Morale for all troops on the battlefield, +1 to line of sight (increases the range at which enemies are spotted), +1 Command when fighting against barbarians. This man has been appointed as Duke of Britannia, the senior officer of the province.
Magister equitum	+2 Loyalty, +1 Command when commanding cavalry. This man has been appointed as the Master of the Cavalry in the Eastern or Western Empire.
Quaestor sacri Palatii	-1 Morale for all troops on the battlefield, +2 Loyalty, +2 to Law (improves Public Order). This man has been appointed as Imperial Legal Advisor in the Eastern or Western Empire.
Magister militum	+1 Influence, +1 Command, +2 Loyalty. This man has been appointed as the Master of Soldiers in the Eastern Empire.
Magister militum praesentalis	+2 Influence, +2 Loyalty. This man has been appointed as the Master of Soldiers in the Western Empire.
Magister officiorum	+1 Influence, +2 to Public Security (improves the chances of detecting and capturing enemy agents), +2 Loyalty. This man has been appointed as the Master of Offices in the Eastern or Western Empire.
Magister peditum	+2 Loyalty, +1 Command when commanding infantry. This man has been appointed as the Master of the Infantry in the Eastern or Western Empire.
Magister scrinii	+1 Influence, 5% bonus on all Trade Income, +2 Loyalty. This man has been appointed as the head of the Imperial Secretariat in the Eastern or Western Empire.
Eran Spahbod	+1 Command, +2 Command when attacking. This man has been appointed as the Commander-in-Chief of all Sassanid armies.
Mobadan Mobad	+5% Zoroastrian conversion, +2 to Law (improves Public Order). This man has been appointed as the Chief Priest of Zoroaster.
Son of Chinglu	+1 Command, +2 Morale for all troops on the battlefield, +10% to Movement Points (gives armies the ability to Forced March). This man is surely favored by Chinglu, the war god!
Son of Chinglu	+1 Command, +2 Morale for all troops on the battlefield, +10% to Movement Points (gives armies the ability to Forced March). This man is surely favored by Chinglu the war god!
Alemanni, Celtic, Frankish, Gothic, Ostrogoth, Sarmatian, Saxon, Slav, or Vandal Warlord	+1 Command, +1 Morale for all troops on the battlefield, +1 Command when commanding infantry. This man is seen as a mighty war leader by his people.

WEAPONS AND RELICS

These items contribute a considerable amount of prestige to a General's retinue.

NOTE

THERE MAY BE MORE THAN ONE OF A PARTICULAR RELIC IN CIRCULATION AT ANY ONE TIME. FOR EXAMPLE, THERE WERE MANY NAILS AND SPLINTERS FROM THE TRUE CROSS.



Splinters from the True Cross

WEAPONS

Weapon	Description
Spear of Longinus	+3 Morale for all troops on the battlefield, +15% Christian conversion, +1 Command when fighting against Huns. The spear that wounded Christ is a powerful weapon in the hands of the right man!
Spear of Wotan	+2 Morale for all troops on the battlefield, +1 Command when attacking, +1 Command when commanding infantry. The spear of a god is a powerful weapon in the hands of a true leader!
Excalibur	+1 Influence, +1 Morale for all troops on the battlefield, +1 Command when defending. "You can't expect to wield supreme executive power just because some watery tart threw a sword at you!"
Sword of Chinglu	+3 Morale for all troops on the battlefield, +2 Command when fighting against Nomads, +2 to Law (improves Public Order). A war god's sword is a powerful weapon in the hands of a true leader!

RELICS

Relic	Description
Ashes of Early Martyrs	+5% Christian conversion, -1 from Unrest (improves Public Order). The Ashes of Martyrs rightly have miraculous properties attributed to them!
Ashes of Saint Polycarp	+10% Christian conversion, -1 from Unrest (improves Public Order). The Ashes of the Saint are rightly reputed to have miraculous properties!
A Nail from the True Cross	+5% Christian conversion, -2 from Unrest (improves Public Order). One of the Nails used during the Crucifixion of Christ.
Splinters from the True Cross	+10% Christian conversion, +1 to Law (improves Public Order). Splinters from the cross of Jesus Christ.

SPECIAL ABILITIES

Every faction has certain units that possess special battlefield abilities, such as chants, war cries, or unique formations. In this chapter we review these special abilities, with tips on how and when to use them.

SPECIAL ABILITIES TABLES

ALEMANNI

Special Ability	Units
Flaming Missiles	Lombard Archers, Chosen Archers, Onagers
Schiltrom Formation	Spear Warband
War Cry	Night Raiders, Golden Band, Chosen Axemen, Lombard Berserkers
Wedge Formation	Burgundian Lancers, Barbarian Noble Cavalry

BERBERS

Special Ability

Units

Flaming Missiles	Desert Archers
Wedge Formation	Berber Lancers

EASTERN ROMAN REBELS

Special Ability

Units

Chanting	Orthodox Priest
Flaming Missiles	Archers, Eastern Archers, Ballistae, Scorpions, Onagers, Heavy Onagers
Wedge Formation	Equites Auxilia, Dromedarii, Scholae Palatinae, Equites Catafractarii, Equites Clibinarii

EASTERN ROME

Special Ability

Units

Chanting	Orthodox Priest
Flaming Missiles	Archers, Eastern Archers, Ballistae, Scorpions, Onagers, Heavy Onagers
Wedge Formation	Equites Auxilia, Dromedarii, Scholae Palatinae, Equites Catafractarii, Equites Clibinarii

FRANKS

Special Ability

Units

Chanting	Catholic Priests
Flaming Missiles	Horde Hunters, Hunters, Ballistae, Onagers
Shield Wall	Sword Heerbann, Axe Heerbann, Horde Chosen Swordsmen, Levy Spearman
War Cry	Francisca Heerbann
Wedge	Noble Warriors, Paladins

CELTS

Special Ability

Units

Chanting	Druids
Schiltrom Formation	Pictish Spearman
War Cry	Gallowglass, Hounds of Culann
Wedge	Noble Clansmen

GOTHS

Special Ability

Units

Cantabrian Circle	Steppe Horde Horsemen, Goth Horse Archers, Alan Horse Archers
Chanting	Arian Priests
Flaming Missiles	Goth Raiders
Schiltrom Formation	Goth Spearman
War Cry	Gothic Warriors
Wedge	Goth Lancers, Goth Noble Warriors

HUNS

Special Ability

Units

Cantabrian Circle	Hun Horde, Horsemen, Hunnic Archers, Elite Warriors
Schiltrom Formation	Steppe Spearman
Wedge Formation	Tribal Cavalry, Hunnic Lancers, Hun Horde, Chosen Warriors, Hunnic Heavy Cavalry

LOMBARDI

Special Ability

Flaming Missiles

Schiltrom Formation

Shield Wall

War Cry

Wedge Formation

Units

Horde Hunters, Lombard Archers, Chosen Archers, Onagers

Spear Warband

Horde Chosen Swordsman

Night Raiders, Golden Band, Chosen Axemen, Lombard Berserkers

Burgundian Lancers, Barbarian Noble Cavalry

OSTROGOTHS

Special Ability

Cantabrian Circle

Chanting

Flaming Missiles

Schiltrom Formation

War Cry

Wedge

Units

Steppe Horde Horsemen, Goth Horse Archers, Alan Horse Archers

Arian Priests

Goth Raiders

Goth Spearman

Gothic Warriors

Goth Lancers, Goth Noble Warriors

ROMANO-BRITISH

Special Ability

Chanting

Flaming Missiles

Wedge Formation

Units

Monks

Archers, Ballistae, Onagers, Heavy Onagers

Sarmatian Auxilia, Graal Knights

ROXOLANI

Special Ability

Cantabrian Circle

Flaming Missiles

Wedge

Units

Virgin Horse Archers, Steppe Horde Horsemen, Alan Horse Archers, Sarmatian Armored Archers

Sarmatian Virgin Foot Archers

Sarmatian Virgin Cavalry, Alan Noble Cavalry, Sarmatian Noble Cavalry

SARMATIANS

Special Ability

Cantabrian Circle

Flaming Missiles

Wedge

Units

Virgin Horse Archers, Steppe Horde Horsemen, Alan Horse Archers, Sarmatian Armored Archers

Sarmatian Virgin Foot Archers

Sarmatian Virgin Cavalry, Alan Noble Cavalry, Sarmatian Noble Cavalry

SASSANID

Special Ability

Cantabrian Circle

Flaming Missiles

Wedge

Units

Nomad Archer Cavalry

Desert Archers, Ballistae, Onagers, Heavy Onagers

Cataphracts, Clibanarii

SAXONS

Special Ability

Flaming Missiles

Shield Wall

War Cry

Wedge

Units

Hunters

Levy Spearman, Saxon Keel, Saxon Hearth Troops

Chosen Axemen

Mounted Nobles

SLAVS

Special Ability	Units
Cantabrian Circle	Steppe Horde Horsemen, Steppe Horse Archers
Chanting	Mounted Arian Priests
Flaming Missiles	Steppe Raiders
Schiltrom Formation	Steppe Spearmen
War Cry	Steppe Swordsmen
Wedge Formation	Steppe Lancers, Steppe Warriors, Steppe Nobles

VANDALS

Special Ability	Units
Cantabrian Circle	Steppe Horde Horsemen, Steppe Horse Archers
Chanting	Mounted Arian Priests
Flaming Missiles	Steppe Raiders
Schiltrom Formation	Steppe Spearmen
War Cry	Steppe Swordsmen
Wedge	Steppe Lancers, Steppe Warriors, Steppe Nobles

WESTERN ROMAN REBELS

Special Ability	Units
Chanting	Catholic Priest
Flaming Missiles	Archers, Ballistae, Scorpions, Onagers, Heavy Onagers
Shield Wall	Auxilia Palatina
Wedge Formation	Foederati Cavalry, Sarmatian Auxilia, Scholae Palatinae

WESTERN ROME

Special Ability	Units
Chanting	Catholic Priest
Flaming Missiles	Archers, Ballistae, Scorpions, Onagers, Heavy Onagers
Shield Wall	Auxilia Palatina
Wedge Formation	Foederati Cavalry, Sarmatian Auxilia, Scholae Palatinae

SPECIAL ABILITIES: MOUNTED TROOPS

CANTABRIAN CIRCLE



This command directs Horse Archers to move in an erratic circle as they fire. The key is constant movement, which makes it difficult

for melee attackers to land direct blows. In the screenshot, the highlighted archer unit is moving in a Cantabrian Circle and the other unit is stationary. Both are firing on the oncoming Frankish troops.

WEDGE FORMATION



This formation groups a cavalry unit in a pointed line, enabling the horsemen to drive a “wedge” deep into an enemy unit. This is an

excellent tactic for splitting a large enemy unit in half. Maximize the effect by having two infantry units—one on either side of the battlefield—ready to attack the two disjointed groups. Withdrawal is bit harder after charging in a wedge, so plan an escape route before you advance.

FLAMING MISSILES



These missiles cause additional damage to their targets, and, of course, they look very cool. The flaming arrows also illuminate the

battlefield at night, giving you a better look at advancing enemy troops.

SPECIAL ABILITIES: INFANTRY

SCHILTROM FORMATION



The schiltrom assembles your spearmen in a tight circle with spears pointing outward. In this alignment, they are able to hold

out against superior numbers of melee attackers.



A charging cavalry unit foolish enough to move against a schiltrom will meet certain death. However, your spearmen are extremely vulnerable to range attacks in this formation, so disband the circle if archers draw near.



SHIELD WALL



Moving your shield infantry into a tight group makes it almost impossible for an enemy unit to advance. For spearmen, this is an excellent defense against charging cavalry.



CHANTING



This is a priest ability that gives your unit more resolve, meaning they are less likely to rout. It also has the reverse effect on the enemy, lowering their morale. Be forewarned that priests are completely vulnerable when Chanting and are unable to defend themselves.

WAR CRY



The warcry inspires your soldiers to scream and bang their weapons, waking up babies everywhere, but more importantly, adding a substantial damage bonus to their attack.



UNIT GUIDE

This chapter includes a profile of every faction and mercenary unit in *Barbarian Invasion* (Horde Units are covered in a separate chapter). Keep in mind, the Attack and Defense values listed for each unit are beginning values. These skills are improved through a combination of battlefield experience and equipment upgrades. Although it helps to gain experience on the field of battle, it is more efficient to gain weapons, armor, experience, and morale upgrades through training.

TRAINING

The following table includes every Training Building in *Barbarian Invasion*. In addition to using your own buildings, you can immediately train your troops in buildings that currently exist in a conquered settlement. However, keep in mind that you may endure a culture penalty for using a building constructed by a rival faction.

WHERE TO TRAIN YOUR UNITS

Settlement Level	Training Buildings	Units Trained
1	Governor's House, Warrior's Hold, Raider's Hold, or Chieftain's Hold	All Peasants or Herdsmen
1	Barracks or Muster Field	Coastal Levies, Gothic Spearmen, Hillmen, Levy Spearmen, Pictish Spearmen, Runaway Slave Spearmen, Spear Warband, Steppe Spearmen
1	Shrine to Goibhniu	Hounds of Culann
1	Shrine to Thor	Lombard Berserkers
1	Militia Barracks or Meeting Hall	Berber Axemen, Legio Lanciarii, Limitanei, Mountain Men, Saxon Keel
1	Stables	Barbarian Cavalry, Burgundian Lancers, Raiders, Scotti Chariots, Warhounds, Wolfhounds, Berber Lancers, Moorish Raiders, Steppe Lancers, Goth Lancer, Tribal Cavalry, Sarmatian Virgin Cavalry, Camel Raiders, Nomad Archer Cavalry, Equites Auxilia
2	Practice Range	Archers, Kerns, Kurdish Javelinmen, Mountain Slingers, Slingers
2	Christian Chapel	Arian Priests
2	Sacred Grove of Mogons	Druids
3	City Barracks or Hall of Heroes	Axe Heerbann, British Legionaries, Chosen Axemen, Comitatuses, Foederati Infantry, Gallowglasses, Steppe Swordsmen, Sword Heerbann
3	Cavalry Stables or Warlord's Stables	Desert Cavalry, Dromedarii, Foederati Cavalry, Goth Horse Archers, Hun Lancers, Noble Clansmen, Sarmatian Armored Archers, Sarmatian Auxilia, Saxon Sea Raiders, Steppe Horse Archers, Steppe Warriors
3	Archery Range	Chosen Archers, Desert Archers, Eastern Archers, Goth Raiders, Hunnic Archers, Hunters, Sarmatian Virgin Foot Archers, Steppe Raiders
3	Bardic Circle	Night Raiders
3	Christian Church	Mounted Arian Priests
3	Hermitage	Catholic Priest, Monks
4	Army Barracks or Hundredmen Hall	Auxilia Palatina, Bosphoran Infantry, Comitatuses First Cohort, Francisca Heerbann, Gothic Warriors, Plumbatarii
4	Hippodrome, Royal Stables, or Elite Cavalry Stables	Alan Horse Archers, Alan Noble Cavalry, Armored Camel Riders, Barbarian Noble Cavalry, Cataphracts, Clibinarii, Elephants, Equites Clibinarii, Equites Sagittarii, Hippo Toxotai, Hunnic Heavy Cavalry, Mounted Nobles, Noble Warriors
4	Catapult Range	Ballistae, Bucellarii, Lombard Archers, Onagers (Alemanni and Sassanids only), Pictish Crossbowmen
5	Royal Barracks or Palatine Barracks	Golden Band, Praeventores, Saxon Hearth Troops, Steppe Heavy Spearmen, Sughdian Warriors
5	Circus Maximus or Great King's Stables	Equites Catafractarii, Goth Noble Warriors, Graal Knights, Hunnic Elite Warriors, Paladins, Sarmatian Noble Cavalry, Scholae Palatinae, Steppe Nobles
5	Siege Engineer	Heavy Onagers, Onagers, Repeating Ballistae

TIP

EVERY UNIT TRAINED IN YOUR SETTLEMENT RECEIVES AN AUTOMATIC UPGRADE UPON COMPLETION OF A TRAINING BUILDING.

FACTION UNITS

The following units are arranged alphabetically, rather than by faction, because it is common for several factions to share the same unit types. Mercenary units are listed at the end of the chapter. These units are recruited, rather than trained, so we also include a table showing where the Mercenaries appear on the map.

ALAN HORSE ARCHERS

Available To: Sarmatians, Roxolani, Goths, Ostrogoths, Rebels

Training Time: 1	Training Cost: 657
Wages: 168	Unit Size: 27
Melee Attack: 7	Charge Bonus: 4
Missile Attack: 8 bow (range: 120; ammo: 40)	Total Defense: 18
Weapon Type: Missile	Defense Skill: 12
Armor: 6	Hit Points: 1
Fatigue Penalty: 1	Shield: 0



Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Very hardy*
- *Swimming*
- *Can use Cantabrian circle attack*

Alan Horse Archers are highly skilled, lightly armored, tenacious Steppe Warriors. They use composite bows laminated from wood, sinew, and horn. These weapons are light, powerful, and easy to use while riding hard.

ALAN NOBLE CAVALRY

Available To: Sarmatians, Roxolani

Training Time: 1	Training Cost: 891
Wages: 212	Unit Size: 27 men
Melee Attack: 13	Charge Bonus: 6
Missile Attack: 0	Weapon Type: Heavy
Total Defense: 19	Armor: 9
Defense Skill: 10	Shield: 0
Hit Points: 1	Fatigue Penalty: 2



Special Abilities

- *Combat modifier against elephants: -4*
 - *Combat modifier against camels: -4*
 - *Hardy*
 - *Can use wedge formation*
- Alan Noble Cavalry are among the heavyweights of the steppes, and their melee attack Charge Bonus makes them one of the 10 best units for breaking an enemy line. They are trained to charge into enemy troops, battering and scattering them with speed and shock. Few cavalry units can challenge them, but even Alan Noble Cavalry should not charge into a line of spearmen.

ARCHERS

Available To: Western Romans, Romano-British, Western Roman Rebels, Eastern Romans, Eastern Roman Rebels

Training Time: 1	Training Cost: 275
Wages: 151	Unit Size: 40 men
Melee Attack: 2	Charge Bonus: 1
Missile Attack: 5 bow (range: 120; ammo: 30)	Total Defense: 6
Weapon Type: Missile	Defense Skill: 3
Armor: 3	Hit Points: 1
Fatigue Penalty: 2	Shield: 0



Special Abilities

- *Sappers*
 - *Swimming*
- Centuries of warfare have taught the Roman Army the value of archers. These men wear no armor, as they are not expected to fight in melee, so they can move swiftly in battle.

TIP

ARCHERS FROM THE EMPIRE'S EASTERN PARTS ARE EQUIPPED WITH COMPOSITE BOWS, WHILE THOSE RAISED IN WESTERN AREAS ARE ARMED WITH THE SIMPLER SELF-BOW. CARVED FROM A SINGLE PIECE OF WOOD. THE SELF-BOW IS NOT AS POWERFUL AS A COMPOUND BOW, BUT IT IS MORE DEPENDABLE IN THE DAMP CLIMATE OF WESTERN AND NORTHERN EUROPE. A COMPOUND BOW ACTUALLY FALLS TO PIECES WHEN THE GLUE IS SATURATED, WHEREAS A ONE-PIECE SELF-BOW RETAINS ITS SHAPE WHEN DAMP, NEEDING ONLY TO BE DRIED TO RETURN TO WORKING ORDER.

ARIAN PRIESTS

Available To: Goths, Ostrogoths

Training Time: 1

Training Cost: 171

Wages: 75

Unit Size: 12 men

Melee Attack: 2

Charge Bonus: 1

Missile Attack: 0

Weapon Type: Light

Total Defense: 3

Armor: 0

Defense Skill: 3

Shield: 0

Hit Points: 1

Fatigue Penalty: -1

Special Abilities

- *Swimming*
- *Can chant*

Arian Priests inspire nearby troops to acts of great bravery through their Christian prayers and blessings. However, religious training does little to prepare the Arian Priests for combat, so keep them away from the front lines. Christianity is a new faith that has already divided into sects and competing dogmas.

Arianism is most appealing to non-Romans. It proposes that Christ is not part of God or the Trinity—he is created by God and is therefore not eternal. This is considered heresy by the “official” churches of the Roman world. Despite arguments among theologians, soldiers cling to the promise of salvation and a place in the afterlife, and priests are now an established part of many armies.



ARMORED CAMEL RIDERS

Available To: Sassanids

Training Time: 2

Training Cost: 910

Wages: 266

Unit Size: 27 men

Melee Attack: 8

Charge Bonus: 6

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 21

Armor: 13

Defense Skill: 8

Shield: 0

Hit Points: 1

Fatigue Penalty: 1

Special Abilities

- *Combat modifier against elephants: -4*
- *Horse +2*
- *Frightens cavalry*

Armored Camel Riders are tough warriors who can replace cavalry in desert conditions. They are not the most powerful cavalry in the world, but since horses are repulsed by the smell of camels, the battlefield matchup between the two animals is relatively even. Equipped with spears and large shields, Armored Camel Riders are surprisingly effective at breaking up enemy formations, especially light cavalry. Recruit these riders from desert tribesmen as you advance through the dry, arid frontiers of the map.



AUXILIA PALATINA**Available To:** Western Romans, Western Roman Rebels**Training Time:** 1**Training Cost:** 812**Wages:** 369**Unit Size:** 40 men**Melee Attack:** 7**Charge Bonus:** 2**Missile Attack:** 0**Weapon Type:** Spearmen**Total Defense:** 25**Armor:** 10**Defense Skill:** 9**Shield:** 6**Hit Points:** 1**Fatigue Penalty:** 5**Special Abilities**

- *Sappers*
- *Hardy*
- *Can use shield-wall formation*

The Auxilia Palatina are heavy infantrymen, similarly equipped as other late Roman soldiers. Their former responsibilities as palace guards afford them elite status among the field armies of Rome. The “Auxilia of the Palatine Hill” is made up of well-trained provincial Romans, with about one in five being non-Roman barbarians. Although they are court guards, Auxilia Palatina are a dependable fighting force that will fight hard on campaign.

**AXE HEERBANN****Available To:** Franks, Rebels**Training Time:** 1**Training Cost:** 459**Wages:** 124**Unit Size:** 40 men**Melee Attack:** 9**Charge Bonus:** 5**Missile Attack:** 0**Weapon Type:** Heavy**Total Defense:** 17**Armor:** 7**Defense Skill:** 4**Shield:** 6**Hit Points:** 1**Fatigue Penalty:** 5**Special Abilities**

- *Sappers*
- *Can use shield-wall formation*

The Axe Heerbann is one of the core units of a Frankish Army. These men are dependable hand-to-hand fighters who battle first and ask why later. However, what they lack in discipline they make up for in killing power and courage. Every Frankish Warlord should have at least one Heerbann unit on the battlefield. In addition to a single-handed war axe, every Heerbann Warrior is equipped with a shield and war gear for close combat.



BALLISTAE (FRANKISH)

Available To: Franks

Training Time: 1

Training Cost: 243

Wages: 115

Unit Size: 12 men + 2 ballistae

Melee Attack: 2

Charge Bonus: 1

Missile Attack: 51 ballistae (range: 180; ammo: 50)

Weapon Type: Missile

Total Defense: 5

Armor: 2

Defense Skill: 3

Shield: 0

Hit Points: 1

Fatigue Penalty: 0



NOTE

SEE THE DESCRIPTION OF THE ROMAN BALLISTAE FOR MORE INFORMATION.

BALLISTAE (ROMAN)

Available To: Western Romans, Eastern Romans, Romano-British, Western Roman Rebels, Eastern Roman Rebels

Training Time: 1

Training Cost: 375

Wages: 211

Unit Size: 12 men + 2 ballistae

Melee Attack: 5

Charge Bonus: 1

Missile Attack: 51 ballistae (range: 180; ammo: 50)

Weapon Type: Missile

Total Defense: 8

Armor: 3

Defense Skill: 5

Shield: 0

Hit Points: 1

Fatigue Penalty: 1



Ballistae are sinew-powered weapons that hurl spearlike bolts with considerable accuracy. These are easily capable of passing straight through a target and skewering another man, too. The ballista looks like a giant crossbow, but its mechanics are quite different. The two arms of the ballista are threaded through two ropes made from animal sinew. When these sinews are twisted into ropes, they act as enormous springs; when the ballista is cocked, there is a huge amount of energy available to launch the bolt. The crew must make sure that the two springs are equally tensioned, otherwise the ballista itself will snap, probably killing anyone standing nearby.

CAUTION

THE SINEW'S AMAZING STRENGTH IS ALSO THE BALLISTA'S MOST IMPORTANT WEAKNESS. SINEWS DO NOT HOLD THEIR TENSION WHEN WET, SO A BALLISTA WILL NOT WORK EFFICIENTLY IN DAMP OR RAINY WEATHER.

BALLISTAE (SASSANID)**Available To:** Sassanids**Training Time:** 1**Training Cost:** 240**Wages:** 140**Unit Size:** 12 men + 2 ballistae**Melee Attack:** 2**Charge Bonus:** 1**Missile Attack:** 51 ballistae (range: 180; ammo: 50)**Weapon Type:** Missile**Total Defense:** 3**Armor:** 0**Defense Skill:** 3**Shield:** 0**Hit Points:** 1**Fatigue Penalty:** 0**NOTE**

SEE THE DESCRIPTION OF THE ROMAN BALLISTAE FOR MORE INFORMATION.

BARBARIAN CAVALRY**Available To:** Alemanni, Lombardi,

Burgundii, Rebels

Training Time: 1**Training Cost:** 279**Wages:** 134**Unit Size:** 27 men**Melee Attack:** 7**Charge Bonus:** 7**Missile Attack:** 0**Weapon Type:** Light**Total Defense:** 7**Armor:** 2**Defense Skill:** 5**Shield:** 0**Hit Points:** 1**Fatigue Penalty:** 2**Special Abilities**

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Hardy*
- *Swimming*
- *Powerful charge*

Barbarian Cavalry are a shock force, best used to push enemies who are on the verge of breaking into complete panic. Although they lack the power of true heavy cavalry, they are formidable when directed at the enemy's flanks or rear units.

CAUTION

BARBARIANS ARE MOTIVATED TOWARD FAME AND HONOR AND ARE THEREFORE NATURALLY OPPOSED TO ORGANIZED, DISCIPLINED FORMATIONS. RESIST THE URGE TO CHARGE THEM INTO A WELL-FORMED ARMY; FOCUS INSTEAD ON DISJOINTED GROUPS OF ENEMY SOLDIERS THAT ARE LESS LIKELY TO REFORM, THEN LAUNCH AN EFFICIENT COUNTERATTACK.

BARBARIAN NOBLE CAVALRY

Available To: Alemanni, Lombardi,

Burgundii

Training Time: 2

Training Cost: 873

Wages: 229

Unit Size: 27 men

Melee Attack: 10

Charge Bonus: 6

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 22

Armor: 9

Defense Skill: 9

Shield: 4

Hit Points: 1

Fatigue Penalty: 5



Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Hardy*
- *Can use wedge formation*

Barbarian Noble Cavalry are the elite of their people, owing their position to birthright and bravery. They expect and receive the best of everything, so their war gear is the finest the smiths can provide. The Barbarian Noble Cavalry are superb horsemen, but they lack the discipline of more civilized cavalry. Confronted by spearmen, they are likely to charge straight into a death trap. They are best used to break up enemy formations, fight against other (lighter) cavalry, and pursue fleeing enemies.

BARBARIAN PEASANTS

Available To: Alemanni, Lombardi,

Burgundii, Franks, Saxons, Celts, Rebels

Training Time: 1

Training Cost: 72

Wages: 14

Unit Size: 60 men

Melee Attack: 2

Charge Bonus: 1

Missile Attack: 0

Weapon Type: Light

Total Defense: 5

Armor: 0

Defense Skill: 5

Shield: 0

Hit Points: 1

Fatigue Penalty: 2



Special Abilities

- *Swimming*

Peasants are reluctant warriors at best, but a life of endless toil and drudgery produces strong backs and an acceptance of grim reality. Despite their lack of fighting skill, sheer numbers of peasants can still occupy an enemy army while other more heavily armed units press the attack.

CAUTION

YOU CAN ALWAYS FORCE YOUR PEASANTS TO FIGHT, BUT REMEMBER THAT EMPTYING A VILLAGE OF PEASANTS WILL NEGATIVELY IMPACT YOUR ABILITY TO BRING IN THE YEAR'S HARVEST.

BERBER AXEMEN**Available To:** Berbers, Rebels**Training Time:** 1**Training Cost:** 252**Wages:** 96**Unit Size:** 40 men**Melee Attack:** 8**Charge Bonus:** 3**Missile Attack:** 0**Weapon Type:** Light**Total Defense:** 12**Armor:** 3**Defense Skill:** 6**Shield:** 3**Hit Points:** 1**Fatigue Penalty:** -1

Berber Axemen are recruited from among desert dwellers and are given basic training with axes and shields. It is their task to hack a path through an enemy formation. This job requires a good deal of raw courage and bloody-mindedness. Berber Axemen have excellent stamina in the field, but they are seriously overmatched by cavalry, so keep these units matched to enemy ground troops.

BERBER LANCERS**Available To:** Berbers, Rebels**Training Time:** 1**Training Cost:** 405**Wages:** 180**Unit Size:** 27 men**Melee Attack:** 4**Charge Bonus:** 8**Missile Attack:** 0**Weapon Type:** Light**Total Defense:** 14**Armor:** 3**Defense Skill:** 7**Shield:** 4**Hit Points:** 1**Fatigue Penalty:** -1**Special Abilities**

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Can use wedge formation*

Berber Lancers charge onto the battlefield with cavalry spear in hand. This weapon places all the weight of man and horse behind a single sharp point, so a human target provides little resistance, no matter how thick the armored breastplate.

TIP

AFTER A BERBER LANCER IMPALES AN ENEMY WITH HIS SPEAR, HE IS VULNERABLE TO COUNTERATTACKS FROM GROUND TROOPS WITHIN THE RADIUS OF THE EXTENDED WEAPON. IF THE MAJORITY OF ENEMIES ARE NOT KILLED IN THE INITIAL CHARGE, BREAK OFF THE FIGHT, REFORM, AND ATTEMPT ANOTHER CHARGE, RATHER THAN STAY AND FIGHT IN CLOSE QUARTERS.

BOSPHORAN INFANTRY

Available To: Sarmatians, Roxolani

Training Time: 1

Training Cost: 540

Wages: 200

Unit Size: 40 men

Melee Attack: 9

Charge Bonus: 4

Missile Attack: 0

Weapon Type: Spearmen

Total Defense: 22

Armor: 8

Defense Skill: 8

Shield: 6

Hit Points: 1

Fatigue Penalty: 3



Special Abilities

- *Sappers*
- *Hardy*

Bosphoran Infantry are capable of acting as spearmen or going toe-to-toe with other infantry, making them a flexible addition to any battle line. The Bosphorans are clever fighters who add infantry power to the Sarmatian armies. They are good all-around troops, allowing the Sarmatians to concentrate on their own strengths as horsemen.

BRITISH LEGIONARIES

Available To: Romano-British

Training Time: 1

Training Cost: 737

Wages: 319

Unit Size: 40 men

Melee Attack: 7

Charge Bonus: 2

Missile Attack: 9 pilum (range: 45; ammo: 2)

Weapon Type: Heavy

Total Defense: 23

Armor: 8

Defense Skill: 9

Shield: 6

Hit Points: 1

Fatigue Penalty: 6



Special Abilities

- *Sappers*

British Legionaries are equipped as “proper” Romans. They are hard, dedicated warriors who see themselves as Roman rather than British. Although not as skilled as Caesar’s legions, the British Legionaries prefer fighting shoulder-to-shoulder, and their disciplined formations work well against less-experienced Barbarian ground troops.

Historically, Britannia was abandoned by the Roman Army before the emperor severed formal military ties with the island. A variety of local warriors filled the void, some of whom were every bit as effective as true Roman legions.

BUCELLARII

Available To: Western Romans, Romano-British, Western Roman Rebels

Training Time: 1

Training Cost: 500

Wages: 218

Unit Size: 40 men

Melee Attack: 7

Charge Bonus: 2

Missile Attack: 7 crossbow (range: 85; ammo: 20)

Weapon Type: Missile

Total Defense: 11

Armor: 3

Defense Skill: 8

Shield: 0

Hit Points: 1

Fatigue Penalty: 2

Special Abilities

- *Sappers*
- *Swimming*

Bucellarii are paid, armed retainers directly employed by certain military commanders. Rich men in the Roman world have always needed protection, but the custom of keeping armed retainers has grown within the empire. Bucellarii are usually well-armed and skilled with missile and hand-to-hand weapons.

**BURGUNDIAN LANCERS**

Available To: Alemanni, Lombardi, Burgundii

Training Time: 1

Training Cost: 657

Wages: 199

Unit Size: 27 men

Melee Attack: 7

Charge Bonus: 10

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 17

Armor: 6

Defense Skill: 7

Shield: 4

Hit Points: 1

Fatigue Penalty: 4

Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Can use wedge formation*

Burgundian Lancers are best used to charge into enemy formations in an attempt to break the formations through shock and impact. Like all cavalry, they are vulnerable against the defensive wall of spear-armed infantry. A cavalry charge with lances is a one-time event. If enemies are still standing, the best tactic is to break off the charge, reform, and make another run. Staying to fight allows experienced enemy ground troops to fight inside the length of the lance, extracting heavy casualties in the process.



CAMEL RAIDERS

Available To: Sassanids, Berbers, Rebels

Training Time: 1

Training Cost: 351

Wages: 141

Unit Size: 27 men

Melee Attack: 6

Charge Bonus: 5

Missile Attack: 0

Weapon Type: Light

Total Defense: 14

Armor: 3

Defense Skill: 7

Shield: 4

Hit Points: 1

Fatigue Penalty: 0

Special Abilities

- *Combat modifier against elephants: -4*
- *Horse +2*
- *Frightens cavalry*
- *Hardy*

Camel Raiders are swift, tough warriors intended to replace cavalry in desert conditions. Like cavalry, they are best used to chase scattered enemies or screen the main force in battle. Horses cannot stand the strange smell of camel urine, so the normal effectiveness of enemy cavalry is reduced. Camels are ill-tempered beasts, so they need careful handling. However, they can be a very effective force, if not quite as disciplined as other cavalry.



CARRIAGE BALLISTAE

Available To: Western Romans, Eastern Romans, Western Roman Rebels, Eastern Roman Rebels

Training Time: 2

Training Cost: 925

Wages: 431

Unit Size: 6 men + 3 carriage ballistae

Melee Attack: 4

Charge Bonus: 5

Missile Attack: 21 scorpion (range: 140; ammo: 36)

Weapon Type: Missile

Total Defense: 9

Armor: 3

Defense Skill: 6

Shield: 0

Hit Points: 1

Fatigue Penalty: 1



Carriage Ballistae are small artillery pieces carried on carts into battle. They can advance quickly to a crisis point to lay down heavy missile fire on enemy troops, and then move back out of trouble if enemy infantry gets too close. Like stationary ballistae, this carriage-mounted weapon uses twisted sinew ropes to create powerful tension in the bow for launching the fire bolts. The additional mobility provided by the cart makes this a versatile support weapon.

CATAPHRACTS

Available To: Sassanids**Training Time:** 2**Training Cost:** 1,390**Wages:** 337**Unit Size:** 27 men**Melee Attack:** 6 (Secondary Melee Attack: 9)**Charge Bonus:** 9**Missile Attack:** 0**Weapon Type:** Heavy**Total Defense:** 36**Armor:** 18**Defense Skill:** 14**Shield:** 4**Hit Points:** 1**Fatigue Penalty:** 3**Special Abilities**

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Can use wedge formation*

Cataphracts are superheavy cavalry, with both man and horse armored from head to toe. They are relatively slow-moving, but few can withstand their devastating lance charge. Despite their power, Cataphracts are not the answer to every tactical problem. They are superb for breaking enemy formations, but they cannot be used for typical light cavalry duties such as pursuit and screening.



CATHOLIC PRIEST

Available To: Western Romans, Western Roman Rebels, Franks**Training Time:** 2**Training Cost:** 237**Wages:** 108**Unit Size:** 12 men**Melee Attack:** 1**Charge Bonus:** 0**Missile Attack:** 0**Weapon Type:** Light**Total Defense:** 3**Armor:** 0**Defense Skill:** 3**Shield:** 0**Hit Points:** 1**Fatigue Penalty:** 1**Special Abilities**

- *Swimming*
- *Can chant*

Priests inspire nearby troops to acts of great bravery through their prayers and blessings. However, this is the extent of their contribution on the battlefield. Do not engage priests in battle or they quickly die. These priests support the doctrine that the Pope in Rome is the supreme authority on matters of faith. This is hotly disputed by the Patriarchs of the East and the followers of Arius. Despite such divisions, ordinary soldiers find peace and inspiration in the promise of personal salvation and a place in the afterlife.

**NOTE**

ALTHOUGH A DOCTRINE OF WAR HAS STARTED TO EMERGE FROM THE SCHOLARS OF THE CHURCH, THIS DOES NOT EXTEND TO PRIESTS INITIATING COMBAT EXCEPT IN SELF-DEFENSE. THESE MEN ARE EXPECTED TO ENCOURAGE, NOT FIGHT.

CHOSEN ARCHERS

Available To: Alemanni, Lombardi, Burgundii

Training Time: 1

Training Cost: 405

Wages: 105

Unit Size: 40 men

Melee Attack: 8

Charge Bonus: 4

Missile Attack: 7 bow (range: 130; ammo: 30)

Weapon Type: Missile

Total Defense: 13

Armor: 6

Defense Skill: 7

Shield: 0

Hit Points: 1

Fatigue Penalty: 4



Special Abilities

- *Combat modifier against elephants: +6*
- *Combat modifier against chariots: +6*
- *Expert at hiding*
- *Hardy*
- *Swimming*

Chosen Archers are excellent bowmen. They move swiftly on the battlefield, and they are armed with self-bows and melee weapons. As Chosen men, they are among the best fighters in their respective tribes and clans.

Unfortunately, the self-bow is not a great weapon. It is not as powerful as the compound bow used by some from the East, but it is less likely to be damaged by wet conditions. Chosen Archers are one of the most versatile units on the battlefield, equally adept at ranged and melee fighting.

CHOSEN AXEMEN

Available To: Alemanni, Lombardi, Burgundii, Saxons, Rebels

Training Time: 1

Training Cost: 450

Wages: 134

Unit Size: 40 men

Melee Attack: 14

Charge Bonus: 5

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 14

Armor: 6

Defense Skill: 8

Shield: 0

Hit Points: 1

Fatigue Penalty: 4



Special Abilities

- *Sappers*
- *Hardy*
- *Can use war cry*

Chosen Axemen are big, scary, and very mean. Their two-handed axes can turn skull, breastbone, and armor into a pile of kindling with one swipe. When you need to devastate the enemy with brute force, place Chosen Axemen on the front line.

CHOSEN WARLORD

Available To: Alemanni, Lombardi,

Burgundii, Rebels

Training Time: 3

Training Cost: 1,314

Wages: 201

Unit Size: 12 men

Melee Attack: 13

Charge Bonus: 6

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 20

Armor: 6

Defense Skill: 10

Shield: 4

Hit Points: 2

Fatigue Penalty: 4

Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *General unit*
- *Hardy*
- *Powerful charge*

When utilizing his charge bonus, the warlord is one of the top five strongest melee units on the battlefield. A warlord leads an elite personal force of able and fierce warriors. Their training is expensive and time-consuming, but the result is a fighting force that has few equals in battle.



CLIBINARII

Available To: Sassanids

Training Time: 2

Training Cost: 1,430

Wages: 300

Unit Size: 27 men

Melee Attack: 6

Charge Bonus: 7

Missile Attack: 7 bow (range: 100; ammo: 30)

Weapon Type: Heavy

Total Defense: 29

Armor: 20

Defense Skill: 9

Shield: 0

Hit Points: 1

Fatigue Penalty: 3

Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Can use wedge formation*

The Clibinarii are superheavy cavalry, with both men and horses armored from head to toe. Armored cavalry dates back to the “iron warriors” of the Parthians. Although not well-suited for quick strikes and pursuits, the Clibinarii will rumble through an enemy line, leaving a severely weakened force for infantry to mop up.



CLIBINARII IMMORTALS

Available To: Sassanids

Training Time: 4

Training Cost: 1,700

Wages: 217

Unit Size: 12 men

Melee Attack: 10

Charge Bonus: 6

Missile Attack: 11 bow (range: 130; ammo: 30)

Weapon Type: Heavy

Total Defense: 33

Armor: 20

Defense Skill: 13

Shield: 0

Hit Points: 2

Fatigue Penalty: 3



Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *General unit*
- *Hardy*
- *Powerful charge*

A Sassanid general has a personal guard of able and fierce Clibinari Immortals. These “iron horsemen” are well trained and better armored than almost every other soldier in the world, and they are brutally efficient in battle. Few other warriors can hope to stand against an attack by these superheavy cavalry. The Clibinari Immortals lack the speed for pursuits and skirmish charges. Focus their attacks on bunched enemy armies, but watch out for spearmen.

COASTAL LEVIES

Available To: Romano-British, Rebels

Training Time: 1

Training Cost: 437

Wages: 184

Unit Size: 40 men

Melee Attack: 4

Charge Bonus: 1

Missile Attack: 0

Weapon Type: Spearmen

Total Defense: 17

Armor: 6

Defense Skill: 5

Shield: 6

Hit Points: 1

Fatigue Penalty: 5



Special Abilities

- *Sappers*

Coastal Levies are recruited to protect the shores of Romano-British lands against the threat of foreign, barbarian invaders. They are the descendants of the Limitanei of the Roman Empire, border units that were charged with holding back the barbarian invasions until heavier troops could take up the fight. The Coastal Levies are fairly well equipped with good chain mail, helmets, spears, and large shields.

COMITATENSES

Available To: Western Romans, Eastern Romans, Western Roman Rebels, Eastern Roman Rebels

Training Time: 1

Training Cost: 850

Wages: 369

Unit Size: 40 men

Melee Attack: 8

Charge Bonus: 3

Missile Attack: 9 pilum (range: 45; ammo: 2)

Weapon Type: Heavy

Total Defense: 29

Armor: 10

Defense Skill: 13

Shield: 6

Hit Points: 1

Fatigue Penalty: 5

Special Abilities

- *Sappers*



COMITATENSES FIRST COHORT

Available To: Western Romans, Eastern Romans, Western Roman Rebels, Eastern Roman Rebels

Training Time: 2

Training Cost: 1,500

Wages: 680

Unit Size: 60 men

Melee Attack: 10

Charge Bonus: 4

Missile Attack: 11 pilum (range: 45; ammo: 2)

Weapon Type: Heavy

Total Defense: 31

Armor: 11

Defense Skill: 14

Shield: 6

Hit Points: 1

Fatigue Penalty: 5



Special Abilities

- *Sappers*
- *Hardy*
- *Command*
- *Legionary name*

Comitatenses are the mobile forces of the late Roman Empire. It is their task to meet enemies in the field, rather than garrison a Roman lime (pronounced LEE-may, it was a wall marking the boundary of the empire). The Comitatuses owe their existence to the military reforms of Constantine the Great. He divided the army into two types of troops: the Comitatuses made up one half, and the other half of the system was the Limitanei, or frontier troops.

Originally, the Comitatuses were personally attached to the emperor. However, the needs of imperial defense required the Comitatuses to deploy across the territory. The strategy would allow enemies to penetrate the limes while being delayed by the Limitanei. Finally, the Comitatuses would sweep in to destroy the enemies that temporarily breached the Roman borders.

NOTE

FOR A FULL DESCRIPTION, SEE COMITATENSES FIRST COHORT.

DESERT ARCHERS

Available To: Berbers, Rebels

Training Time: 1

Training Cost: 234

Wages: 96

Unit Size: 40 men

Melee Attack: 5

Charge Bonus: 1

Missile Attack: 5 bow (range: 120; ammo: 30)

Weapon Type: Missile

Total Defense: 10

Armor: 3

Defense Skill: 7

Shield: 0

Hit Points: 1

Fatigue Penalty: -1

Special Abilities

- *Expert at hiding*
- *Swimming*



DESERT ARCHERS (SASSANID)

Available To: Sassanids

Training Time: 1

Training Cost: 380

Wages: 120

Unit Size: 40 men

Melee Attack: 3

Charge Bonus: 1

Missile Attack: 7 bow (range: 160; ammo: 30)

Weapon Type: Missile

Total Defense: 8

Armor: 3

Defense Skill: 5

Shield: 0

Hit Points: 1

Fatigue Penalty: 0

Special Abilities

- *Combat modifier against elephants: +6*
- *Combat modifier against chariots: +6*
- *Sappers*
- *Swimming*



NOTE

SEE DESCRIPTION OF SASSANID DESERT ARCHERS FOR MORE INFORMATION.

These hardy desert folk make excellent bowmen, as they cannot afford to waste a single shot when hunting. The Desert Archers are tough and resilient from years of enduring the unforgiving sands and rocks of the desert. Keep these units far from the front lines where their ranged attacks are most productive. Desert Archers are one of the weakest melee fighting units in **Barbarian Invasion**, so don't allow them to become trapped in a close-quarters fight.

DESERT CAVALRY**Available To:** Berbers, Rebels**Training Time:** 1**Training Cost:** 468**Wages:** 165**Unit Size:** 27 men**Melee Attack:** 5**Charge Bonus:** 4**Missile Attack:** 8 bow (range: 120; ammo: 40)**Weapon Type:** Missile**Total Defense:** 11**Armor:** 3**Defense Skill:** 8**Shield:** 0**Hit Points:** 1**Fatigue Penalty:** -1**Special Abilities**

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Hardy*

Desert Cavalry are lightly armored archers who are tenacious and skilled in battle. Their dependable self-bows are well-suited to the desert's heat and dust. Although the self-bow lacks the power of a compound bow, it is durable, requires little maintenance, and is resistant to moisture damage.

DESERT CHIEFTAIN**Available To:** Berbers, Rebels**Training Time:** 3**Training Cost:** 1,170**Wages:** 197**Unit Size:** 12 men**Melee Attack:** 8 (Secondary Melee Attack: 9)**Charge Bonus:** 6**Missile Attack:** 0**Weapon Type:** Heavy**Total Defense:** 24**Armor:** 6**Defense Skill:** 14**Shield:** 4**Hit Points:** 2**Fatigue Penalty:** 0**Special Abilities**

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *General unit*
- *Hardy*

A chieftain leads a personal guard of his fiercest warriors. Although not as powerful as a warlord, this unit carries the prestige of an elite force, and it is capable of wreaking heavy damage with a secondary melee bonus.

DROMEDARII

Available To: Eastern Romans, Eastern Roman Rebels

Training Time: 1

Training Cost: 687

Wages: 311

Unit Size: 27 men

Melee Attack: 6

Charge Bonus: 5

Missile Attack: 0

Weapon Type: Light

Total Defense: 17

Armor: 6

Defense Skill: 7

Shield: 4

Hit Points: 1

Fatigue Penalty: 3

Special Abilities

- *Combat modifier against elephants: -4*
- *Horse +2*
- *Frightens cavalry*
- *Can use wedge formation*

Dromedarii are auxiliary troops recruited to patrol the desert provinces of the Eastern Empire. These light units are most useful as screening and scouting forces. Dromedarii also carry a special attack bonus against enemy horse cavalry, due to the horse's negative response to the smell of camels. Recruited from among the local desert tribesmen, Dromedarii solve the problem of fielding light cavalry along a frontier under ever-increasing barbarian attack.



DRUIDS

Available To: Celts

Training Time: 2

Training Cost: 279

Wages: 154

Unit Size: 12 men

Melee Attack: 11

Charge Bonus: 5

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 12

Armor: 4

Defense Skill: 5

Shield: 3

Hit Points: 1

Fatigue Penalty: 3

Special Abilities

- *Expert at hiding*
- *Can chant*
- *Swimming*

Druids are Celtic spiritual leaders who inspire nearby friendly units to greater efforts. Unlike priests, the Druids' practical skills with sickles and sacrificial knives allow them to hold their own in a close-quarters fight. Although the Druids are threatened by the arrival of Christianity, this new religion seems to have strengthened their beliefs. The Druids provided links to the many Celtic gods, and they served the people as healers, wizards, judges, advisors, and tutors. As keepers of Celtic lore, they preserved the stories of heroes and magic for future generations.



EASTERN ARCHERS

Available To: Eastern Romans, Eastern Roman Rebels

Training Time: 1

Training Cost: 712

Wages: 268

Unit Size: 40 men

Melee Attack: 4

Charge Bonus: 2

Missile Attack: 9 bow (range: 160; ammo: 30)

Weapon Type: Missile

Total Defense: 12

Armor: 8

Defense Skill: 4

Shield: 0

Hit Points: 1

Fatigue Penalty: 4

Special Abilities

• Sappers

The style of the Eastern Empire's archers is closely modeled on the enemies that Rome has faced from the East over the centuries, including the Parthians and Sassanids. Most Eastern peoples use the compound bow, a laminated weapon made of wood, horn, and animal sinew. This bow is very powerful for its size. However, the animal glue used to keep the layers together is susceptible to dampness, causing the weapon to malfunction or completely fall apart. Fortunately, this is not an issue in the dry conditions that dominate the eastern half of the Roman world.



ELEPHANTS

Available To: Sassanids

Training Time: 2

Training Cost: 1,790

Wages: 369

Unit Size: 18 men + 6 elephants

Melee Attack: 5

Charge Bonus: 8

Missile Attack: 8 bow (range: 130; ammo: 30)

Weapon Type: Heavy

Total Defense: 17

Armor: 9

Defense Skill: 8

Shield: 0

Hit Points: 1

Fatigue Penalty: 1

Special Abilities

- Horse +4
- Combat modifier against chariots: +8
- Combat modifier against camels: +2
- Can run amok
- Frightens infantry
- Frightens cavalry
- Swimming

War Elephants are a rarity in war these days but are still terrifying to face on the battlefield. They can trample men and horses and intimidate many just by their appearance. Unfortunately, they cannot always be relied upon to do what they are told, and they sometimes run wild in battle, crushing friend and foe alike. For this reason, each elephant driver is given a spike (to drive into the base of the elephant's skull) and a mallet, so that he can kill his mount if necessary.

For sheer power, combine a unit of War Elephants with Cataphracts to devastate enemy infantry or batter down gates and wooden defenses.



EQUITES AUXILIA

Available To: Eastern Romans, Eastern Roman Rebels, Rebels

Training Time: 1

Training Cost: 675

Wages: 301

Unit Size: 27 men

Melee Attack: 6

Charge Bonus: 5

Missile Attack: 0

Weapon Type: Light

Total Defense: 16

Armor: 5

Defense Skill: 7

Shield: 4

Hit Points: 1

Fatigue Penalty: 2

Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Swimming*
- *Can use wedge formation*

Equites Auxilia units are light cavalrymen used by the Roman Army for screening and scouting. Auxilia (assistants) are nonlegionary troops. They are not particularly heavily armored and thus are well suited to harass light and missile troops. Avoid prolonged contact with enemy heavy cavalry or spearmen.



EQUITES CATAFRACTARII

Available To: Eastern Romans, Eastern Roman Rebels

Training Time: 2

Training Cost: 1,637

Wages: 476

Unit Size: 27 men

Melee Attack: 4 (Secondary Melee Attack: 7)

Charge Bonus: 8

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 35

Armor: 18

Defense Skill: 13

Shield: 4

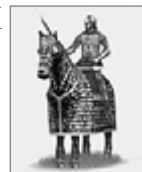
Hit Points: 1

Fatigue Penalty: 5

Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Can use wedge formation*

The heavily armored Equites Catafractarii are the prestige units of the Roman Army. These “iron horsemen” are covered with armor from head to toe, presenting a terrifying front when approaching a line of infantry. Although they are one of the slowest cavalry units on the battlefield, they are virtually unstoppable when charging. The Catafractarii are too slow for pursuit or skirmishing, but they will scatter an ordered line in short order. Few soldiers in the world are as well armored as the Equites Catafractarii; however, they are not invulnerable, nor are they the most powerful cavalry unit on the battlefield—that distinction goes to the Sarmatian Noble Cavalry.



EQUITES CLIBINARII

Available To: Eastern Romans, Eastern Roman Rebels

Training Time: 2

Training Cost: 1,737

Wages: 469

Unit Size: 27 men

Melee Attack: 5

Charge Bonus: 5

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 32

Armor: 20

Defense Skill: 8

Shield: 4

Hit Points: 1

Fatigue Penalty: 5

Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Can use wedge formation*

The Equites Clibinarii are the heaviest cavalry available to any Roman general, with even more iron covering man and horse than the Catafractarii. This armor protects against most melee attacks and many missile weapons. The Clibinarii are too slow and heavy to use for charging. Simply direct them to an enemy line where their melee abilities are devastating. However, even with heavy armor, spearmen are still a danger, so choose your attack carefully.

**EQUITES SAGITTARII**

Available To: Western Romans, Western Roman Rebels

Training Time: 1

Training Cost: 762

Wages: 312

Unit Size: 27 men

Melee Attack: 7

Charge Bonus: 4

Missile Attack: 6 bow (range: 130; ammo: 30)

Weapon Type: Missile

Total Defense: 18

Armor: 5

Defense Skill: 13

Shield: 0

Hit Points: 1

Fatigue Penalty: 2

Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Swimming*

Equites Sagittarii are the armored horse archers of the Western Roman Empire. Rome's enemies fielded strong armies of horse archers, so the demand for Equites Sagittarii was strong. This cavalry unit is best suited for light skirmishing and patrol; however, they are more than capable of melee fighting if necessary.



FOEDERATI CAVALRY

Available To: Western Romans, Western

Roman Rebels, Rebels

Training Time: 1

Training Cost: 587

Wages: 304

Unit Size: 27 men

Melee Attack: 6

Charge Bonus: 5

Missile Attack: 0

Weapon Type: Light

Total Defense: 14

Armor: 3

Defense Skill: 7

Shield: 4

Hit Points: 1

Fatigue Penalty: 3



Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Hardy*
- *Swimming*
- *Can use wedge formation*

Foederati Cavalry are barbarian horsemen under the command of Roman officers. Tribal migrations brought an increasing number of barbarians inside the Roman borders, where entire units were absorbed into the army as allies. The Foederati agreed to fight for Rome in return for the right to settle in Roman lands. Rome subsidized the barbarians in exchange for their military service. By the fifth century, Roman military strength was almost completely dependent upon Foederati units. It was largely the Foederati who defeated Attila the Hun, although they eventually turned against the Romans, dealing a death-blow to the last Roman emperor, Romulus Augustulus.

The addition of Foederati Cavalry adds mobility to the normally infantry-heavy Roman armies. These units are useful for scouting, screening, and chasing down fleeing enemies.

FOEDERATI INFANTRY

Available To: Western Romans, Romano-

British, Western Roman Rebels, Rebels

Training Time: 1

Training Cost: 500

Wages: 235

Unit Size: 40 men

Melee Attack: 6

Charge Bonus: 2

Missile Attack: 0

Weapon Type: Spearmen

Total Defense: 19

Armor: 5

Defense Skill: 8

Shield: 6

Hit Points: 1

Fatigue Penalty: 3



Special Abilities

- *Sappers*
- *Hardy*

As the number of Romans signing up for military service steadily declined, Rome became more dependent on the Foederati. The Foederati Infantry are barbarian spearmen organized by Roman officers. These barbarian warriors are the equivalent of the auxiliary forces of earlier centuries. Although not heavily armored, these spearmen can be important contributors, given adequate support.

FRANCISCA HEERBANN

Available To: Franks**Training Time:** 1**Training Cost:** 585**Wages:** 163**Unit Size:** 40 men**Melee Attack:** 11**Charge Bonus:** 5**Missile Attack:** 6 francisca (range: 40; ammo: 2)**Weapon Type:** Heavy**Total Defense:** 20**Armor:** 7**Defense Skill:** 7**Shield:** 6**Hit Points:** 1**Fatigue Penalty:** 5**Special Abilities**

- *Combat modifier against elephants: +6*
- *Combat modifier against chariots: +6*
- *Sappers*
- *Hardy*
- *Can use war cry*

The Francisca Heerbann are famous for the francisca, a specialized throwing axe. The Heerbann are lightly armored warriors whose job is to force a gap in an enemy formation, allowing other troops to initiate flank attacks. As a weapon, the francisca is not terribly accurate, but it is capable of splitting a man's skull open when thrown by an expert. The heavy handle causes the axe to wobble unpredictably in flight, so it is difficult to avoid.

GALLOWGLASSES

Available To: Celts, Rebels**Training Time:** 1**Training Cost:** 450**Wages:** 124**Unit Size:** 40 men**Melee Attack:** 13**Charge Bonus:** 5**Missile Attack:** 0**Weapon Type:** Heavy**Total Defense:** 17**Armor:** 7**Defense Skill:** 10**Shield:** 0**Hit Points:** 1**Fatigue Penalty:** 4**Special Abilities**

- *Sappers*
- *Can use war cry*

Gallowglasses are Celtic warrior aristocrats armed with double-handed Scot battle-axes and armored in chain mail to the knees. They are fierce and courageous and sometimes go berserk in battle, taking the heads of their victims as they hack through an enemy battle line. Historically, the style of warfare in Scotland and Ireland changed little over the centuries. Tribes were fragmented, so there was always a need for mercenary warriors like the Gallowglass to swear their allegiance to a clan chieftain. History suggests the Gallowglass came from the Isles, Hebrides, and Western Highlands, where Norse influence may have inspired the use of the battle-axe.

GOLDEN BAND

Available To: Alemanni, Lombardi,

Burgundii

Training Time: 2

Training Cost: 387

Wages: 105

Unit Size: 40 men

Melee Attack: 12

Charge Bonus: 6

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 12

Armor: 5

Defense Skill: 7

Shield: 0

Hit Points: 1

Fatigue Penalty: 3

Special Abilities

- *Sappers*
- *Hardy*
- *Can use war cry*

Golden Bands are legendary heroes in a culture that values its heroes above all else. Their victories are celebrated in songs and epics, with each tale of battle and sacrifice designed to inspire a new generation of warriors. These men are expected to answer the call to battle in any situation, no matter how bleak. Although well-equipped, the Golden Band does not possess the strongest armor on the battlefield. However, you can expect them to carry a melee attack to the enemy, and a substantial charge bonus makes them a formidable foe.



GOTH HORSE ARCHERS

Available To: Goths, Ostrogoths, Rebels

Training Time: 1

Training Cost: 567

Wages: 149

Unit Size: 27 men

Melee Attack: 5

Charge Bonus: 4

Missile Attack: 8 bow (range: 120; ammo: 40)

Weapon Type: Missile

Total Defense: 13

Armor: 5

Defense Skill: 8

Shield: 0

Hit Points: 1

Fatigue Penalty: 0

Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Very hardy*
- *Swimming*
- *Can use Cantabrian circle attack*

Goth Horse Archers are highly skilled, lightly armored, horsemen who are both tenacious and efficient in battle. Although they lack substantial armor, these archers get the most out of their composite bows, and their riding skills are unparalleled.



TIP

AGAINST ENEMY ARCHERS, THE CANTABRIAN CIRCLE ATTACK WILL REDUCE YOUR CASUALTIES. HOWEVER, DON'T STAY IN THIS FORMATION TOO LONG OR YOUR ARCHERS WILL TIRE, LEAVING THEM VULNERABLE TO A MELEE ATTACK.

GOTH LANCERS**Available To:** Goths, Ostrogoths**Training Time:** 1**Training Cost:** 567**Wages:** 153**Unit Size:** 27 men**Melee Attack:** 5**Charge Bonus:** 10**Missile Attack:** 0**Weapon Type:** Light**Total Defense:** 15**Armor:** 6**Defense Skill:** 5**Shield:** 4**Hit Points:** 1**Fatigue Penalty:** 1**Special Abilities**

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Can use wedge formation*

Goth Lancers are cavalry best used to break an enemy formation with a vicious charge. They are heavily armored with greaves, cuirass, helmet, and shield. Rumbling forward on massive draft horses, the force of the lancer's spear is devastating, even against armored infantry. However, the lancer is vulnerable to counterattack after the initial charge, so it is important to retreat and reform, rather than stay in the middle of the melee with lance extended.

GOTH NOBLE WARRIORS**Available To:** Goths, Ostrogoths**Training Time:** 1**Training Cost:** 873**Wages:** 204**Unit Size:** 27 men**Melee Attack:** 10**Charge Bonus:** 6**Missile Attack:** 0**Weapon Type:** Heavy**Total Defense:** 22**Armor:** 9**Defense Skill:** 9**Shield:** 4**Hit Points:** 1**Fatigue Penalty:** 2**Special Abilities**

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Hardy*
- *Can use wedge formation*

Goth Noble Warriors are heavily armed and armored, enabling them to charge into enemies and hack them to pieces. Unlike lancers, these men do not charge home; instead they cut their way through enemies with swords. These men are best used to cut down enemies who have already weathered an attack. They can be used against other cavalry but are probably too heavy to make an effective screen against light cavalry or pursue fleeing horse archers.

GOTH RAIDERS

Available To: Goths, Ostrogoths, Rebels

Training Time: 1

Training Cost: 486

Wages: 167

Unit Size: 40 men

Melee Attack: 7

Charge Bonus: 2

Missile Attack: 9 bow (range: 160; ammo: 30)

Weapon Type: Missile

Total Defense: 14

Armor: 6

Defense Skill: 8

Shield: 0

Hit Points: 1

Fatigue Penalty: 1



Special Abilities

- *Expert at hiding*
- *Hardy*
- *Swimming*

Goth Raiders are expert archers and highly competent melee fighters. Their defensive skills are excellent, and their special hiding ability makes them very versatile in the field. The Goth Raiders are a well-balanced fighting unit that can be confidently deployed anywhere on the battlefield.

GOTHIC SPEARMEN

Available To: Goths, Ostrogoths, Rebels

Training Time: 1

Training Cost: 405

Wages: 163

Unit Size: 40 men

Melee Attack: 7

Charge Bonus: 3

Missile Attack: 0

Weapon Type: Spearmen

Total Defense: 20

Armor: 6

Defense Skill: 8

Shield: 6

Hit Points: 1

Fatigue Penalty: 2



Special Abilities

- *Can use schiltrom formation*

Goth Spearman are recruited from the young or lowly members of a tribe. They are handed a spear and shield and sent to the front lines. Despite their ordinary status, spearmen wield the power to bring a cavalry charge to a screeching halt. By holding their ground against a charge, spearmen give other more mobile units the opportunity to move into position. Because of their stationary fighting stance, spearmen are vulnerable to ranged attacks, so keep cavalry units nearby to chase enemy archers away.

GOTHIC WARRIORS

Available To: Goths, Ostrogoths, Rebels

Training Time: 1

Training Cost: 504

Wages: 189

Unit Size: 40 men

Melee Attack: 10

Charge Bonus: 4

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 20

Armor: 7

Defense Skill: 7

Shield: 6

Hit Points: 1

Fatigue Penalty: 2

Special Abilities

- *Sappers*
- *Can use war cry*

Armed with heavy weapons and strong armor, Gothic Warriors are dependable melee fighters who never run from a fight. These warriors are the core of a Gothic Army, although they lack the power to dominate a battlefield. Protect these units with archers and heavy cavalry so they can do what they do best—kill!



GRAAL KNIGHTS

Available To: Romano-British

Training Time: 2

Training Cost: 1,312

Wages: 358

Unit Size: 16 men

Melee Attack: 12 (Secondary Melee Attack: 13)

Charge Bonus: 7

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 32

Armor: 14

Defense Skill: 14

Shield: 4

Hit Points: 1

Fatigue Penalty: 6

Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Hardy*
- *Can use wedge formation*

Graal Knights are heavy cavalry drawn from the elite of Romano-British society. As Roman forces withdraw from Britannia, the locals have organized their own defenses, with the Graal Knights leading the way. They have religious right and might on their sides as they defend the land from the advance of paganism. Trained by the Romans, the Graal Knights can thank the Sarmation auxiliaries for their considerable skills as heavy cavalrymen. Use these units to charge and dominate enemy forces. With a secondary melee attack bonus, they can be relied upon to stay the fight until the last enemy has fallen.



HEAVY ONAGERS

Available To: Western Romans, Eastern Romans, Romano-British, Western Roman Rebels, Eastern Roman Rebels

Training Time: 2

Training Cost: 1,112

Wages: 336

Unit Size: 16 men + 2 Heavy Onagers

Melee Attack: 5

Charge Bonus: 1

Missile Attack: 61 big boulders (range: 300; ammo: 36)

Weapon Type: Missile

Total Defense: 8

Armor: 3

Defense Skill: 5

Shield: 0

Hit Points: 1

Fatigue Penalty: 1



HEAVY ONAGERS (SASSANIDS)

Available To: Sassanids

Training Time: 2

Training Cost: 810

Wages: 225

Unit Size: 16 men + 2 Heavy Onagers

Melee Attack: 2

Charge Bonus: 1

Missile Attack: 61 big boulder (range: 300; ammo: 36)

Weapon Type: Missile

Total Defense: 3

Armor: 0

Defense Skill: 3

Shield: 0

Hit Points: 1

Fatigue Penalty: 0



NOTE

SEE HEAVY ONAGERS (SASSANIDS) FOR A COMPLETE DESCRIPTION.

Heavy Onagers are huge artillery weapons that lob massive boulders and incendiary pots at enemy formations and defenses. They require large crews and are vulnerable to swift-moving enemies. These weapons are best used in siege warfare, where their battering power can bring down the strongest walls. They can also be used to batter holes in close-packed enemy formations with deadly fire.

These artillery pieces are named after the fast-running wild ass (onager) of Asia, a beast reputed to have a tremendous kick and bad temperament. Similarly, the Heavy Onager is powered by a thick, twisted rope of animal sinew. The single throwing arm is cocked, loaded with a boulder or firepot, and released toward the target.

HERDSMEN (HUN)**Available To:** Huns, Rebels**Training Time:** 1**Training Cost:** 288**Wages:** 119**Unit Size:** 49 men**Melee Attack:** 4**Charge Bonus:** 4**Missile Attack:** 0**Weapon Type:** Light**Total Defense:** 7**Armor:** 2**Defense Skill:** 5**Shield:** 0**Hit Points:** 1**Fatigue Penalty:** -1**Special Abilities**

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Swimming*

Herdsmen are tough, hardy men who look like peasants on horseback. Although not trained for war, they can fight when they must. Surviving against wolves, raiders, and other tribes is certainly not a substitute for military training. However, these nomads possess enough personal strength to hold their own, despite a lack of heavy weapons or armor.

HERDSMEN**Available To:** Sarmatians, Roxolani, Rebels**Training Time:** 1**Training Cost:** 243**Wages:** 105**Unit Size:** 39 men**Melee Attack:** 4**Charge Bonus:** 4**Missile Attack:** 0**Weapon Type:** Light**Total Defense:** 7**Armor:** 2**Defense Skill:** 5**Shield:** 0**Hit Points:** 1**Fatigue Penalty:** -1**Special Abilities**

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Swimming*

NOTE

SEE HERDSMEN (HUN) FOR A COMPLETE DESCRIPTION.

HILLMEN

Available To: Berbers, Rebels

Training Time: 1

Training Cost: 333

Wages: 115

Unit Size: 60 men

Melee Attack: 7

Charge Bonus: 4

Missile Attack: 11 javelin (range: 50; ammo: 3)

Weapon Type: Spearmen

Total Defense: 12

Armor: 2

Defense Skill: 7

Shield: 3

Hit Points: 1

Fatigue Penalty: -2

Special Abilities

- *Expert at hiding*
- *Hardy*

Hillmen are irregular light warriors, wild and ill-disciplined but brave enough to follow orders. They are recruited from the outlying regions where life is hard and short. Their skills are rough, but they have the killer instincts necessary to finish the job. These warriors do not have the necessary weaponry, armor, or training to lead your army, but if you encounter a unit of peasants or herdsmen, a volley of javelins from the Hillmen will clear a path.



HIPPO TOXOTAI

Available To: Eastern Romans, Eastern

Roman Rebels

Training Time: 1

Training Cost: 850

Wages: 312

Unit Size: 27 men

Melee Attack: 5

Charge Bonus: 4

Missile Attack: 8 bow (range: 120; ammo: 40)

Weapon Type: Missile

Total Defense: 15

Armor: 6

Defense Skill: 9

Shield: 0

Hit Points: 1

Fatigue Penalty: 3

Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Hardy*

Hippo Toxotai are the horse archers of the Eastern Empire, a style of warrior copied from the Eastern enemies of Rome. Fighting against the Parthians and Sassanids showed Roman commanders the value of horse archers, particularly against slow-moving infantry. Like the Eastern originals, Hippo Toxotai are armored and are equipped with composite bows. This is a potent ranged unit, but not powerful enough to be left alone on the battlefield. Keep heavy cavalry or infantry nearby to deflect charging enemy units before they reach your archers.



HOUNDS OF CULANN

Available To: Celts
Training Time: 2
Training Cost: 621
Wages: 180
Unit Size: 16 men
Melee Attack: 11
Charge Bonus: 7
Missile Attack: 0
Weapon Type: Heavy
Total Defense: 5
Armor: 0
Defense Skill: 5
Shield: 0
Hit Points: 2
Fatigue Penalty: 2

Special Abilities

- *Frightens infantry*
- *Very hardy*
- *Swimming*
- *Can use war cry*

Hounds of Culann are crazed berserkers who do their best to live up to the Celtic legend of a vicious hound that guarded Culann, a wealthy master smith. After driving themselves into a state of blind rage, Hounds of Culann will attack anyone who stands nearby. They feel no pain or fear, and they certainly do not understand the concept of mercy. The Hounds of Culann do not wear armor, but their bloodcurdling war cries and terrifying melee attacks are enough to cause enemy infantry to turn and run.



HUN LANCERS

Available To: Huns
Training Time: 1
Training Cost: 792
Wages: 203
Unit Size: 33 men
Melee Attack: 5
Charge Bonus: 10
Missile Attack: 0
Weapon Type: Light
Total Defense: 18
Armor: 9
Defense Skill: 5
Shield: 4
Hit Points: 1
Fatigue Penalty: 2

Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Can use wedge formation*

Hun horsemen were the terror of Eastern and Southern Europe. Using their lifelong experience with horses and savage fighting style, the Huns had enemies believing they were centaurs—half man, half horse. Hun Lancers are best utilized in a wedge formation against demoralized enemies who have already endured a ranged attack. Their light lances are perfect weapons for sticking a man, pulling back, and then moving on down the line.



HUNNIC ARCHERS

Available To: Huns, Rebels

Training Time: 1

Training Cost: 693

Wages: 180

Unit Size: 33 men

Melee Attack: 5

Charge Bonus: 4

Missile Attack: 8 bow (range: 120; ammo: 40)

Weapon Type: Missile

Total Defense: 14

Armor: 6

Defense Skill: 8

Shield: 0

Hit Points: 1

Fatigue Penalty: 1



Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Very hardy*
- *Swimming*
- *Can use Cantabrian circle attack*

Hunnic Archers are highly skilled, lightly armored horsemen who make the most of their specially designed composite bows. The Huns designed their bows to be shorter on the bottom, allowing riders to swiftly load and fire while other archers were fumbling for arrows. Use the speed and ranged power of your Hunnic Archers to surround or pursue isolated units.

HUNNIC ELITE WARRIORS

Available To: Huns

Training Time: 2

Training Cost: 810

Wages: 193

Unit Size: 33 men

Melee Attack: 10

Charge Bonus: 6

Missile Attack: 9 bow (range: 130; ammo: 30)

Weapon Type: Missile

Total Defense: 19

Armor: 6

Defense Skill: 13

Shield: 0

Hit Points: 1

Fatigue Penalty: 1



Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Very hardy*
- *Can use Cantabrian circle attack*

Hunnic Elite Warriors are master horsemen, accurate and deadly with their bows and capable of aggressive hand-to-hand fighting. Their reputation preceded them, to the point that enemy armies were defeated before the first blow was struck. Hunnic Elite Warriors are most effective when archers set the stage with a ranged attack, allowing the warriors to sweep in and finish the job.

HUNNIC HEAVY CAVALRY

Available To: Huns
Training Time: 1
Training Cost: 990
Wages: 236
Unit Size: 33 men
Melee Attack: 10
Charge Bonus: 6
Missile Attack: 0
Weapon Type: Heavy
Total Defense: 22
Armor: 9
Defense Skill: 9
Shield: 4
Hit Points: 1
Fatigue Penalty: 2



Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Hardy*
- *Can use wedge formation*

Nothing is quite as intimidating as a wedge of Hunnic Heavy Cavalry marching toward your unprotected infantry. These horsemen are so well armored, they can take their time and hack through a line with swords, moving back and forth in the middle of the fray until every enemy lies dead. But all of that armor has a price, and the Hunnic Heavy Cavalry is just too overloaded to chase archers or light cavalry.

HUNTERS

Available To: Saxons, Franks, Rebels
Training Time: 1
Training Cost: 270
Wages: 105
Unit Size: 40 men
Melee Attack: 6
Charge Bonus: 5
Missile Attack: 7 bow (range: 120; ammo: 30)
Weapon Type: Missile
Total Defense: 10
Armor: 2
Defense Skill: 8
Shield: 0
Hit Points: 1
Fatigue Penalty: 2



Special Abilities

- *Combat modifier against elephants: +6*
- *Combat modifier against chariots: +6*
- *Expert at hiding*
- *Hardy*
- *Swimming*

Armed with only a self-bow and traveling without armor, Hunters are light bowmen who can also fight in close quarters if necessary. However, their best attribute is their ability to strike, hide, and strike again, frustrating slow-moving enemy forces. Legend has it that Huns migrated to Eastern Europe on foot, drawn by the hunt for food. A lifetime of moving through forests prepared the Huns for battlefield stealth and concealment, enabling them to close in on prey unnoticed.

IMPERIAL GERMAN BODYGUARD

Available To: Western Romans,

Western Roman Rebels

Training Time: 3

Training Cost: 2,262

Wages: 391

Unit Size: 12 men

Melee Attack: 11 (Secondary Melee Attack: 12)

Charge Bonus: 6

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 31

Armor: 12

Defense Skill: 15

Shield: 4

Hit Points: 2

Fatigue Penalty: 4

Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *General unit*
- *Hardy*

The Imperial German Bodyguard are a foreign elite within the Western Roman army, providing additional security for the emperor. However, these troops serve more as elite troops, rather than personal bodyguards. These units form the nucleus of field armies assembled for imperial military expeditions.

Loyalty to the emperor is a necessity for the Imperial German Bodyguard; their continued survival depends upon it. As barbarian foreigners they have few, if any, friends in the Roman political arena. Unlike the old, disbanded Praetoria who had a tendency to sell their allegiance to the highest bidder, the Imperial German Bodyguard remain loyal to the end, unwilling and unable to form devious alliances.



IMPERIAL HOUSEHOLD BODYGUARD

Available To: Eastern Romans, Eastern

Roman Rebels

Training Time: 3

Training Cost: 2,275

Wages: 390

Unit Size: 12 men

Melee Attack: 11 (Secondary Melee Attack: 10)

Charge Bonus: 6

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 29

Armor: 12

Defense Skill: 13

Shield: 4

Hit Points: 2

Fatigue Penalty: 4

Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *General unit*
- *Hardy*

The Imperial Household Bodyguards are an elite force, equipped and trained to the highest standards and loyal only to the Eastern Emperor. They are charged with the safety of generals and family members on campaign.

These men are *comites dominorum nostrorum* (companions of our lords), sworn to protect the persons of the Eastern Imperial household. The Praetorians were the traditional guardians of the emperors, but they were far too willing to kill their employers for political and financial gain. Under the tetrarchy, the *comites dominorum nostrorum* assumed many of the Praetorians' duties. The Imperial Household Bodyguards are formidable melee fighters, with primary and secondary attacks and impressive defensive skills.



KERNS

Available To: Celts, Rebels

Training Time: 1

Training Cost: 216

Wages: 67

Unit Size: 40 men

Melee Attack: 6

Charge Bonus: 4

Missile Attack: 9 javelin (range: 55; ammo: 6)

Weapon Type: Light

Total Defense: 8

Armor: 0

Defense Skill: 5

Shield: 3

Hit Points: 1

Fatigue Penalty: 2

Special Abilities

- *Combat modifier against elephants: +6*
- *Combat modifier against chariots: +6*
- *Expert at hiding*
- *Hide in long grass*

Kerns are lightly armed skirmishers used by the Celtic tribes to harass and wear down their enemies. They are armed with small javelins, and thus are more effective in battle than the peasant stock from whom they are recruited. They are best employed as a screening force, to weaken or distract an enemy before the main battle. Kerns also have sufficient stamina to chase down fleeing enemies. Keep them moving rather than placing them on the battle line in heavy hand-to-hand combat.



KURDISH JAVELINMEN

Available To: Sassanids, Rebels

Training Time: 1

Training Cost: 260

Wages: 108

Unit Size: 40 men

Melee Attack: 5

Charge Bonus: 2

Missile Attack: 8 javelin (range: 55; ammo: 6)

Weapon Type: Light

Total Defense: 10

Armor: 3

Defense Skill: 7

Shield: 0

Hit Points: 1

Fatigue Penalty: 0

Special Abilities

- *Combat modifier against elephants: +6*
- *Combat modifier against chariots: +6*
- *Expert at hiding*
- *Sappers*
- *Hardy*
- *Swimming*

Kurdish Javelinmen are swift, tough skirmishers recruited from the harsh hill regions of the Sassanid Empire. The Kurds do not readily accept foreign overlords, so they have a long history of irregular warfare. Like the Kerns, the Kurdish Javelinmen are suited to harassing enemies in advance of the main attacking force. They can fight effectively hand-to-hand, but only against similarly armed units.



LEGIO LANCIARII

Available To: Eastern Romans, Eastern Roman Rebels

Training Time: 1

Training Cost: 600

Wages: 268

Unit Size: 40 men

Melee Attack: 6

Charge Bonus: 2

Missile Attack: 10 javelin (range: 50; ammo: 3)

Weapon Type: Spearmen

Total Defense: 22

Armor: 5

Defense Skill: 11

Shield: 6

Hit Points: 1

Fatigue Penalty: 3

Special Abilities

- *Sappers*

Legio Lanciarii carry small oval shields, spears, and multiple javelins, making them a versatile force for any Roman commander. The Lanciarii seem to have an elite quality to them, probably from their time as part of the extended imperial guard after the dissolution of the Praetorians.



LEVY SPEARMEN (FRANKISH)

Available To: Franks, Saxons, Rebels

Training Time: 1

Training Cost: 333

Wages: 115

Unit Size: 60 men

Melee Attack: 7

Charge Bonus: 4

Missile Attack: 11 javelin

(range: 50; ammo: 3)

Weapon Type: Spearmen

Total Defense: 12

Armor: 2

Defense Skill: 7

Shield: 3

Hit Points: 1

Fatigue Penalty: 2

Special Abilities

- *Can use shield-wall formation*

Levy Spearman are recruited from the low-status men of a tribe. They are given a spear, some basic training, and then rushed into battle. Use these units to form a strong defensive line against advancing cavalry. Unlike the Sassanid Levy Spearman, the Frankish unit can also throw their javelins.



LEVY SPEARMEN (SASSANID)

Available To: Sassanids, Rebels

Training Time: 1

Training Cost: 400

Wages: 216

Unit Size: 60 men

Melee Attack: 6

Charge Bonus: 2

Missile Attack: 0

Weapon Type: Spearmen

Total Defense: 15

Armor: 3

Defense Skill: 8

Shield: 4

Hit Points: 1

Fatigue Penalty: 0

Special Abilities

- *Sappers*

The Sassanid Levy Spearman are capable defenders, but they lack a ranged attack, so do not leave them without infantry or cavalry support. Levies are useful for keeping cavalrymen in check with a line of spears.



LIMITANEI

Available To: Western Romans, Eastern Romans, Western Roman Rebels, Eastern Roman Rebels, Rebels

Training Time: 1

Training Cost: 475

Wages: 173

Unit Size: 40 men

Melee Attack: 4

Charge Bonus: 1

Missile Attack: 8 javelin (range: 50; ammo: 3)

Weapon Type: Spearmen

Total Defense: 19

Armor: 6

Defense Skill: 7

Shield: 6

Hit Points: 1

Fatigue Penalty: 4

Special Abilities

• Sappers

Limitanei are the frontier border troops of the late Roman Empire. They are light troops used to delay barbarian invaders until heavier, more mobile armies can reach the battlefield. As part of sweeping military reforms by Constantine the Great, the Limitanei extended the life of the Roman Empire by securing the borders. These units garrison the “limes” (pronounced LEE-mays) or frontier posts, providing security for the towns. However, with recruit numbers dropping rapidly, the best of the Limitanei are often pulled away to join the Comitatuses.



LOMBARD ARCHERS

Available To: Alemanni, Lombardi, Burgundii, Rebels

Training Time: 1

Training Cost: 342

Wages: 105

Unit Size: 40 men

Melee Attack: 5

Charge Bonus: 2

Missile Attack: 8 bow (range: 140; ammo: 30)

Weapon Type: Missile

Total Defense: 9

Armor: 3

Defense Skill: 6

Shield: 0

Hit Points: 1

Fatigue Penalty: 3

Special Abilities

- *Combat modifier against elephants: +6*
- *Combat modifier against chariots: +6*
- *Expert at hiding*
- *Hardy*
- *Swimming*

Lombard Archers are deadly long-range bowmen. They carry the lightest possible armor, enabling them to move quickly and quietly as they stalk enemy forces. The Lombard Archers are one of the few units that receive a combat bonus against chariots and elephants.



LOMBARD BERSERKERS

Available To: Alemanni, Lombardi,

Burgundii

Training Time: 2

Training Cost: 729

Wages: 188

Unit Size: 16 men

Melee Attack: 14

Charge Bonus: 7

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 9

Armor: 2

Defense Skill: 7

Shield: 0

Hit Points: 2

Fatigue Penalty: 2

Special Abilities

- *Frightens infantry*
- *Very hardy*
- *Swimming*
- *Can use war cry*

Lombard Berserkers use drugged brews, stimulants, or potions to whip themselves into a frenzy before entering the battlefield. After achieving the proper state of mind, they wade into the fight without fear or the slightest bit of mercy for their enemies. When it comes to charging an enemy line, there is no more terrifying or more powerful sight than a berserker unit. Their combined attack and charge value is the highest of any unit in *Barbarian Invasion*.



MONKS

Available To: Romano-British

Training Time: 2

Training Cost: 225

Wages: 108

Unit Size: 12 men

Melee Attack: 1

Charge Bonus: 0

Missile Attack: 0

Weapon Type: Light

Total Defense: 3

Armor: 0

Defense Skill: 3

Shield: 0

Hit Points: 1

Fatigue Penalty: 2

Special Abilities

- *Swimming*
- *Can chant*

Monks inspire nearby troops to acts of bravery through their prayers and blessings. They believe in Christianity, and they provide the promise of eternal salvation to warriors who spend most of their time facing death.

Protect your Monks on the battlefield because they lack the skills to protect themselves.



MOORISH RAIDERS

Available To: Berbers, Rebels

Training Time: 1

Training Cost: 387

Wages: 172

Unit Size: 27 men

Melee Attack: 7

Charge Bonus: 4

Missile Attack: 0

Weapon Type: Light

Total Defense: 16

Armor: 3

Defense Skill: 9

Shield: 4

Hit Points: 1

Fatigue Penalty: -1

Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*

Moorish Raiders carry light weapons and even lighter armor, but they are skilled horsemen who can chase down fleeing troops or provide screening for advancing infantry.



MOUNTAIN MEN

Available To: Berbers, Rebels

Training Time: 1

Training Cost: 297

Wages: 96

Unit Size: 40 men

Melee Attack: 7

Charge Bonus: 4

Missile Attack: 0

Weapon Type: Spearmen

Total Defense: 14

Armor: 3

Defense Skill: 5

Shield: 6

Hit Points: 1

Fatigue Penalty: 0

Special Abilities

- *Sappers*
- *Hardy*

Mountain Men are brutal fighters recruited from the distant reaches of the territory where survival depends on toughness and resilience. Mountain Men carry only light armor and possess average melee skills, so they should not be allowed to wander freely on the battlefield. However, working in combination with heavy cavalry or infantry, they have the ability to chase down and eliminate fleeing enemy units.



MOUNTAIN SLINGERS

Available To: Sassanids, Rebels

Training Time: 1

Training Cost: 230

Wages: 96

Unit Size: 40 men

Melee Attack: 3

Charge Bonus: 1

Missile Attack: 3 sling (range: 80; ammo: 40)

Weapon Type: Missile

Total Defense: 10

Armor: 2

Defense Skill: 5

Shield: 3

Hit Points: 1

Fatigue Penalty: -1

Special Abilities

- *Combat modifier against elephants: +6*
- *Combat modifier against chariots: +6*
- *Expert at hiding*
- *Sappers*
- *Hardy*
- *Swimming*

A sling may be a primitive weapon, but when in the hands of a Mountain Slinger, it becomes a source of deadly fire that can turn the tide of a battle. Protecting these units with cavalry is critical, because they can be easily run down and eliminated.

Mountain Slingers use bags of cast lead bullets as projectiles, and when they find their mark, the damage is devastating to man and horse. For this reason, the slingers earn a substantial attack bonus against chariots and elephants.



MOUNTED ARIAN PRIESTS

Available To: Vandals, Slavs

Training Time: 1

Training Cost: 324

Wages: 130

Unit Size: 12 men

Melee Attack: 3

Charge Bonus: 2

Missile Attack: 0

Weapon Type: Light

Total Defense: 7

Armor: 2

Defense Skill: 5

Shield: 0

Hit Points: 1

Fatigue Penalty: -1

Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Swimming*
- *Can chant*

Priests provide religious inspiration for men on the battlefield, and although most priests are pacifists, the Arians are on horseback, so they can afford to get closer to the action. These priests spread the word of Christianity, a new religion that has already splintered into several different sects. Arianism was originated by Arius, a Christian priest who lived and taught in Alexandria, Egypt, in the early 4th century. He taught that God the Father and the Son were not always contemporary, believing that Jesus was a divine being created by the Father. Hence, Christ was not part of God or the Trinity. This idea was viewed as heretical by the traditional churches of Rome.

However, salvation in any form was appealing to the soldier, and many found comfort in the Arian teachings. Like other priests, the Arians must be protected on the battlefield. They will fight if necessary, but this is a last resort. Take advantage of the Arian Priests' mobility by visiting your armies in need, and then galloping out of harm's way.



MOUNTED NOBLES

Available To: Saxons

Training Time: 1

Training Cost: 873

Wages: 229

Unit Size: 27 men

Melee Attack: 10

Charge Bonus: 6

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 22

Armor: 9

Defense Skill: 9

Shield: 4

Hit Points: 1

Fatigue Penalty: 5

Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Hardy*
- *Can use wedge formation*

The origins of knighthood are obscure, but they may date back to the *Ordo Equestria* (order of mounted nobles) of ancient Rome. Saxon Mounted Nobles are the elite horsemen in a Saxon Army. Their weaponry and armor are light but are of the highest quality. This unit is best used against other light cavalry or to run down rattled enemies. Discipline is sometimes an issue with these mounted nobles, so you must avoid spearmen at all costs.



NIGHT RAIDERS

Available To: Alemanni, Lombardi,

Burgundii

Training Time: 1

Training Cost: 342

Wages: 126

Unit Size: 40 men

Melee Attack: 12

Charge Bonus: 6

Missile Attack: 0

Weapon Type: Light

Total Defense: 9

Armor: 2

Defense Skill: 4

Shield: 3

Hit Points: 1

Fatigue Penalty: 2

Special Abilities

- *Expert at hiding*
- *Hardy*
- *Swimming*
- *Can use war cry*
- *Frightens infantry*

Night Raiders may be lightly armed, but their appearance is fearsome. When combined with ambush tactics, they can send an enemy army scattering in all directions. Take care not to march the Night Raiders into a sustained fight, because they will be too vulnerable against heavily armed infantry.



NOBLE CLANSMEN

Available To: Celts

Training Time: 1

Training Cost: 729

Wages: 210

Unit Size: 27 men

Melee Attack: 10

Charge Bonus: 6

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 19

Armor: 6

Defense Skill: 9

Shield: 4

Hit Points: 1

Fatigue Penalty: 4

Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Hardy*
- *Can use wedge formation*

Noble Clansmen are proud of their birthright, and they face each battle with courage and with a complete lack of fear. As nobles, their war gear is first-rate, and they are excellent horsemen. Armed with heavy weapons, the Noble Clansmen are suited for cavalry skirmishes and pursuit.



NOBLE WARRIORS

Available To: Franks

Training Time: 1

Training Cost: 873

Wages: 229

Unit Size: 27 men

Melee Attack: 10

Charge Bonus: 6

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 22

Armor: 9

Defense Skill: 9

Shield: 4

Hit Points: 1

Fatigue Penalty: 5

Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Hardy*
- *Can use wedge formation*

Like the Noble Clansmen, Noble Warriors are an elite group that values their birthright and tradition of bravery on the battlefield. Armed with heavy weapons, they have the ability to break enemy lines or pursue light cavalry and fleeing foot soldiers. Avoid spearmen, as the Noble Warriors' lack of discipline will cause confusion and casualties.



NOMAD ARCHER CAVALRY

Available To: Sassanids, Rebels

Training Time: 1

Training Cost: 520

Wages: 185

Unit Size: 27 men

Melee Attack: 5

Charge Bonus: 4

Missile Attack: 8 bow (range: 120; ammo: 40)

Weapon Type: Missile

Total Defense: 11

Armor: 3

Defense Skill: 8

Shield: 0

Hit Points: 1

Fatigue Penalty: 0

Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Very hardy*
- *Swimming*
- *Can use Cantabrian circle attack*

Nomad Archer Cavalry consist of steppe horsemen who have spent a lifetime in the saddle. They use composite bows that are light and powerful (although vulnerable to moisture damage). Keep these units moving and well away from heavy cavalry and infantry. They are accurate bowmen but lack sufficient armor and firepower for extended melees.



ONAGERS (ALEMANNI)

Available To: Alemanni, Lombardi,

Burgundii, Franks

Training Time: 1

Training Cost: 576

Wages: 126

Unit Size: 12 men + 2 onagers

Melee Attack: 2

Charge Bonus: 1

Missile Attack: 51 boulder (range: 300; ammo: 30)

Weapon Type: Missile

Total Defense: 5

Armor: 2

Defense Skill: 3

Shield: 0

Hit Points: 1

Fatigue Penalty: 0



NOTE

SEE DESCRIPTION OF ROMAN ONAGERS FOR MORE DETAILS.

ONAGERS (ROMAN)

Available To: Western Romans, Eastern Romans, Romano-British, Western Roman Rebels, Eastern Roman Rebels

Training Time: 1

Training Cost: 837

Wages: 231

Unit Size: 12 men + 2 onagers

Melee Attack: 5

Charge Bonus: 1

Missile Attack: 51 boulders (range: 300; ammo: 30)

Weapon Type: Missile

Total Defense: 8

Armor: 3

Defense Skill: 5

Shield: 0

Hit Points: 1

Fatigue Penalty: 1



The onager is a postclassical Roman siege engine, deriving its name from the kicking action of the machine, similar to that of a wild ass (onager). The machine is a catapult that uses the torsion supplied by thick, twisted ropes of animal sinew. The onager consists of a frame on the ground and another vertical section that secures an axle of solid timber. A sling attached to a single center spoke is used to launch a projectile.

The onagers of the Roman Empire are mainly used for seizing forts or settlements. Huge rocks placed in the sling are capable of knocking down walls. The use of flaming firepots is even more destructive against enemy troops inside a settlement. On the battlefield, onagers are excellent at suppressing enemy artillery or disrupting advancing infantry.

ONAGERS (SASSANID)

Available To: Sassanids

Training Time: 1

Training Cost: 600

Wages: 154

Unit Size: 12 men + 2 onagers

Melee Attack: 2

Charge Bonus: 1

Missile Attack: 51 boulders (range: 300; ammo: 30)

Weapon Type: Missile

Total Defense: 3

Armor: 0

Defense Skill: 3

Shield: 0

Hit Points: 1

Fatigue Penalty: 0



NOTE

SEE DESCRIPTION OF ROMAN ONAGERS FOR
MOEW DETAILS.

ORTHODOX PRIEST

Available To: Eastern Romans, Eastern Roman Rebels

Training Time: 2

Training Cost: 237

Wages: 108

Unit Size: 12 men

Melee Attack: 1

Charge Bonus: 0

Missile Attack: 0

Weapon Type: Light

Total Defense: 3

Armor: 0

Defense Skill: 3

Shield: 0

Hit Points: 1

Fatigue Penalty: 1

Special Abilities

- *Can chant*

Orthodox Priests believe that the Eastern Patriarchs have the last word on all matters of religion, a stance that does not sit well with the Pope and the followers of Arius. Despite these splits, soldiers are inspired by the priests and comforted with the promise of peace and salvation in the afterlife.

Followers of Christ have accepted the need to embrace war, especially in their struggle against the pagans. However, the Orthodox Priests are not inclined to fight, and if left alone on the battlefield, they will suffer the ultimate fate.



PALADIN BODYGUARD

Available To: Franks, Rebels

Training Time: 4

Training Cost: 1,557

Wages: 240

Unit Size: 12 men

Melee Attack: 11 (Secondary Melee Attack: 14)

Charge Bonus: 9

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 29

Armor: 9

Defense Skill: 16

Shield: 4

Hit Points: 2

Fatigue Penalty: 5

Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *General unit*
- *Very hardy*

The Paladin Bodyguards are elite warriors attached to a warlord. They are expected to demonstrate bravery and leadership in every battle and are thus under great scrutiny. This unit is exceeded only by Lombardi Berserkers when it comes to charging power. Protect your Paladin Bodyguard from being overwhelmed by heavy cavalry and infantry, and you can roam the battlefield splitting the enemy ranks at will.



PALADINS

Available To: Franks

Training Time: 2

Training Cost: 1,026

Wages: 259

Unit Size: 27 men

Melee Attack: 10 (Secondary Melee Attack: 13)

Charge Bonus: 10

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 27

Armor: 9

Defense Skill: 14

Shield: 4

Hit Points: 1

Fatigue Penalty: 5



Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Hardy*
- *Can use wedge formation*

Paladins are a sledgehammer capable of smashing enemies anywhere on the battlefield. Inspired by the Imperial Guards of the Roman Empire, the Paladins have few equals in battle (only the Lombardi Berserker has a higher melee + charge rating). A formation of Paladin on horseback will have its way with most enemies. But, even the most powerful unit must be protected from flank attacks. The Paladin have a severe fatigue penalty, so they are not well-suited for chase-and-destroy missions. Leave this to your light cavalry.

PEASANTS (BERBERS)

Available To: Berbers, Rebels

Training Time: 1

Training Cost: 72

Wages: 14

Unit Size: 60 men

Melee Attack: 2

Charge Bonus: 1

Missile Attack: 0

Weapon Type: Light

Total Defense: 5

Armor: 0

Defense Skill: 5

Shield: 0

Hit Points: 1

Fatigue Penalty: -2



Special Abilities

- *Swimming*

NOTE

SEE DESCRIPTION OF ROMAN PEASANTS FOR MORE DETAILS.

PEASANTS (ROMAN)

Available To: Western Romans, Romano-British, Western Roman Rebels, Rebels

Training Time: 1

Training Cost: 100

Wages: 25

Unit Size: 60 men

Melee Attack: 2

Charge Bonus: 1

Missile Attack: 0

Weapon Type: Light

Total Defense: 5

Armor: 0

Defense Skill: 5

Shield: 0

Hit Points: 1

Fatigue Penalty: 1

**PEASANTS (SASSANID)**

Available To: Sassanids, Eastern Romans, Eastern Roman Rebels, Rebels

Training Time: 1

Training Cost: 80

Wages: 18

Unit Size: 60 men

Melee Attack: 2

Charge Bonus: 1

Missile Attack: 0

Weapon Type: Light

Total Defense: 5

Armor: 0

Defense Skill: 5

Shield: 0

Hit Points: 1

Fatigue Penalty: -1

**Special Abilities**

- *Sappers*
- *Swimming*

The life of a peasant has always been hard, but in the waning days of the Roman Empire, it was much worse. Crop failures, devaluation of currency, and increasing taxes made life unbearable, and the ever-present specter of war removed all hope of a peaceful existence.

A peasant is certainly strong enough to fight, but without weapons, armor, or training, there is little hope for survival on the battlefield. Sending an army of peasants into battle is your last resort.

Special Abilities

- *Sappers*
- *Swimming*

NOTE

SEE DESCRIPTION OF ROMAN PEASANTS FOR MORE DETAILS.

PEASANTS (VANDALS)

Available To: Vandals, Slavs, Goths,

Ostrogoths, Rebels

Training Time: 1

Training Cost: 81

Wages: 33

Unit Size: 60 men

Melee Attack: 3

Charge Bonus: 2

Missile Attack: 0

Weapon Type: Light

Total Defense: 5

Armor: 0

Defense Skill: 5

Shield: 0

Hit Points: 1

Fatigue Penalty: -1

Special Abilities

- *Swimming*



PICTISH CROSSBOWMEN

Available To: Celts, Rebels

Training Time: 1

Training Cost: 315

Wages: 105

Unit Size: 40 men

Melee Attack: 5

Charge Bonus: 2

Missile Attack: 6 crossbow (range: 70; ammo: 20)

Weapon Type: Missile

Total Defense: 9

Armor: 3

Defense Skill: 6

Shield: 0

Hit Points: 1

Fatigue Penalty: 3



Special Abilities

- *Combat modifier against elephants: +6*
- *Combat modifier against chariots: +6*
- *Expert at hiding*
- *Swimming*

The Romans called this pre-Celtic people Pictii, or “painted.” This name came from historical accounts of the Picts tattooing their bodies with designs. For many centuries, the Picts were known as a people unwilling to be ruled by Rome or any other foreign invader.

Pictish Crossbowmen are light troops armed with slow-firing but accurate crossbows. Although not as advanced as later versions, the Pictish crossbow employs a wooden bow that is easy to load. The slow firing rate of the Picts’ weapons makes it imperative they have infantry or cavalry support. The crossbow’s range is short, so this unit must move in, fire, and then find cover. Fortunately, the Pictish Crossbowmen are adept at hiding. This allows them to ambush elephants and chariots, taking advantage of a significant combat bonus.

NOTE

SEE DESCRIPTION OF ROMAN PEASANTS FOR MORE DETAILS.

PICTISH SPEARMEN

Available To: Celts, Rebels

Training Time: 1

Training Cost: 315

Wages: 115

Unit Size: 60 men

Melee Attack: 6

Charge Bonus: 4

Missile Attack: 0

Weapon Type: Spearmen

Total Defense: 11

Armor: 3

Defense Skill: 5

Shield: 3

Hit Points: 1

Fatigue Penalty: 3

Special Abilities

- *Can use schiltrom formation*

These stout, Celtic warriors rely on bravery to make up for their lack of training and poor-quality weaponry.

They will do their best to slow down enemy cavalry, but they need the support of cavalry and infantry to survive for very long.



PLUMBATarii

Available To: Western Romans, Eastern Romans, Western Roman Rebels, Eastern Roman Rebels

Training Time: 1

Training Cost: 850

Wages: 369

Unit Size: 40 men

Melee Attack: 8

Charge Bonus: 3

Missile Attack: 11 plumbatarii (range: 70; ammo: 14)

Weapon Type: Heavy

Total Defense: 29

Armor: 10

Defense Skill: 13

Shield: 6

Hit Points: 1

Fatigue Penalty: 5

Special Abilities

- *Sappers*
- *Hardy*

Plumbatarii are Roman legionaries armed with iron darts. These darts, or plumbatae, are made of iron and clipped to the back of a soldier's shield. The dart is designed to arc and then fall rapidly, gaining enough speed to penetrate enemy armor. It has slightly longer range than a crossbow. When close quarters fighting is required, the Plumbatarii are up to the task, but charging a line of heavy enemy infantry is beyond their capabilities.



PRAEVENTORES

Available To: Western Romans, Western

Roman Rebels

Training Time: 2

Training Cost: 412

Wages: 273

Unit Size: 20 men

Melee Attack: 12

Charge Bonus: 3

Missile Attack: 0

Weapon Type: Light

Total Defense: 16

Armor: 4

Defense Skill: 9

Shield: 3

Hit Points: 1

Fatigue Penalty: 2

Special Abilities

- *Expert at hiding*
- *Hide anywhere*
- *Very hardy*
- *Swimming*

Praeventores are covert fighters and spies who seek out Rome's enemies far beyond the borders. They are experts at hiding, carrying out assassinations, or ambushing unsuspecting enemies. With little armor, the Praeventores' only real weapon is stealth.



RAIDERS

Available To: Franks, Rebels

Training Time: 1

Training Cost: 342

Wages: 146

Unit Size: 27 men

Melee Attack: 6

Charge Bonus: 6

Missile Attack: 0

Weapon Type: Light

Total Defense: 11

Armor: 3

Defense Skill: 5

Shield: 3

Hit Points: 1

Fatigue Penalty: 3

Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Swimming*

Frankish Raiders are light cavalymen best suited for rattling enemy missile units or chasing down fleeing enemies. Protect your infantry with Frankish Raiders, but take care not to expose them to heavy cavalry. Their armor and firepower are too light for extended melees.



**REPEATING BALLISTAE
(ROMAN)**

Available To: Western Romans, Eastern Romans, Romano-British, Western Roman Rebels, Eastern Roman Rebels

Training Time: 2

Training Cost: 725

Wages: 332

Unit Size: 12 men + 2 Repeating Ballistae

Melee Attack: 5

Charge Bonus: 1

Missile Attack: 26 Repeating Ballistae (range: 180; ammo: 80)

Weapon Type: Missile

Total Defense: 8

Armor: 3

Defense Skill: 5

Shield: 0

Hit Points: 1

Fatigue Penalty: 1

At first glance, a ballista looks like a giant crossbow. However, its operation is much different. Two twisted, animal-sinew ropes are threaded through the arms of the machine. When these ropes are pulled back, the stored energy is used to launch the bolt (single-firing ballista). Roman technicians developed the Repeating Ballistae by adding a cam that moves a magazine of bolts—one at a time—into firing position. The concept is similar to the early American gattling guns of the 19th century.

The Repeating Ballistae is not very accurate, but the stream of fire is deadly, and if the crew can be protected well enough to maintain the attack, the resulting enemy casualties are dramatic.

**REPEATING BALLISTAE
(SASSANIDS)**

Available To: Sassanids

Training Time: 2

Training Cost: 510

Wages: 226

Unit Size: 12 men + 2 Repeating Ballistae

Melee Attack: 2

Charge Bonus: 1

Missile Attack: 26 Repeating Ballistae (range: 180; ammo: 80)

Weapon Type: Missile

Total Defense: 3

Armor: 0

Defense Skill: 3

Shield: 0

Hit Points: 1

Fatigue Penalty: 0

**NOTE**

SEE DESCRIPTION OF ROMAN REPEATING BALLISTAE FOR MORE INFORMATION.

CAUTION

MOVING A BALLISTAE TAKES A GREAT DEAL OF TIME. DON'T WAIT UNTIL THE LAST SECOND TO RETREAT FROM ADVANCING ENEMY UNITS OR THE CREW WILL BE OVERRUN.

RUNAWAY SLAVE SPEARMEN

Available To: Sarmatians, Roxolani, Huns,

Goths, Ostrogoths, Rebels

Training Time: 1

Training Cost: 270

Wages: 150

Unit Size: 60 men

Melee Attack: 6

Charge Bonus: 2

Missile Attack: 0

Weapon Type: Spearmen

Total Defense: 12

Armor: 2

Defense Skill: 7

Shield: 3

Hit Points: 1

Fatigue Penalty: -1



As their name suggests, Runaway Slave Spearmen are not the highest priority on the battlefield. They are given whatever weapon is handy and are then forced into battle, where they are more than likely to die. What choice do they have but to fight? If Romans catch them, they will be killed on the spot. Spearmen are always useful for slowing down cavalry, but this unit will need extra support to survive beyond the first charge.

SARMATIAN ARMORED ARCHERS

Available To: Sarmatians, Roxolani

Training Time: 2

Training Cost: 738

Wages: 183

Unit Size: 27 men

Melee Attack: 7

Charge Bonus: 4

Missile Attack: 8 bow (range: 120; ammo: 40)

Weapon Type: Missile

Total Defense: 22

Armor: 9

Defense Skill: 13

Shield: 0

Hit Points: 1

Fatigue Penalty: 2



Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Very hardy*
- *Can use Cantabrian circle attack*

The Sarmatian Armored Archers were developed to counter the overwhelming attacks of Scythian Archers. The Sarmatian warriors and their horses were protected with armor consisting of bronze or iron plates sewn onto leather garments. They use the compound bow, a perfect weapon for experienced horsemen. It enables the Sarmatian archers to fire quickly, even when galloping away from their enemies.

SARMATIAN AUXILIA

Available To: Western Romans, Romano-British, Western Roman Rebels, Rebels

Training Time: 1

Training Cost: 1,100

Wages: 383

Unit Size: 27 men

Melee Attack: 10

Charge Bonus: 6

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 22

Armor: 9

Defense Skill: 9

Shield: 4

Hit Points: 1

Fatigue Penalty: 4



Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Hardy*
- *Can use wedge formation*

The Sarmatians were a thorn in Rome's side for centuries, until Marcus Aurelius brought the area under control through a series of bloody wars that lasted from mid-AD 160 to 180. During this time, the first "Sarmatian Knights," or auxilia, were sent to Britain to serve along Hadrian's Wall. The Sarmatian Auxilia are highly skilled armored horsemen whose reputation for fierce fighting was renowned.

SARMATIAN NOBLE CAVALRY

Available To: Sarmatians, Roxolani

Training Time: 1

Training Cost: 1,026

Wages: 227

Unit Size: 27 men

Melee Attack: 12

Charge Bonus: 7

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 21

Armor: 9

Defense Skill: 8

Shield: 4

Hit Points: 1

Fatigue Penalty: 2



Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Hardy*
- *Can use wedge formation*

Sarmatian Noble Cavalry is the elite segment within a culture known for its horsemanship and fierce fighting. Sarmatian cavalry understand the need for armor, even for their horses. A unit of Sarmatian Noble Cavalry is an intimidating sight on the battlefield. They have the ability to effectively charge most enemy lines and the resolve to engage in close combat to finish the job.

SARMATIAN VIRGIN CAVALRY

Available To: Sarmatians, Roxolani

Training Time: 1

Training Cost: 414

Wages: 126

Unit Size: 27 women

Melee Attack: 7

Charge Bonus: 7

Missile Attack: 0

Weapon Type: Light

Total Defense: 12

Armor: 3

Defense Skill: 5

Shield: 4

Hit Points: 1

Fatigue Penalty: 0



Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Swimming*
- *Can use wedge formation*

Warrior women are not just fantasy figures. There are a considerable number of graves in which Sarmatian women were buried with their own weapons and other ornaments of war. Historically, the Sarmatians were frequently outnumbered by their neighbors, and in order to survive, they needed to recruit women into their armies. According to Herodotus and other writers, a Sarmatian girl had to remain a virgin and could not marry until she had killed a man in battle. Hence, the Sarmatian Virgins are an all-female corps of warriors, fully capable of matching men in combat. The Sarmatian women are fierce fighters and skilled horsewomen, and they possess the stamina to implement the mobile battlefield tactics of the Sarmatian forces.

SARMATIAN VIRGIN FOOT ARCHERS

Available To: Sarmatians, Roxolani

Training Time: 1

Training Cost: 342

Wages: 111

Unit Size: 40 women

Melee Attack: 3

Charge Bonus: 1

Missile Attack: 7 bow (range: 160; ammo: 30)

Weapon Type: Missile

Total Defense: 8

Armor: 3

Defense Skill: 5

Shield: 0

Hit Points: 1

Fatigue Penalty: 0



Special Abilities

- *Expert at hiding*
- *Swimming*

Sarmatian Virgin Foot Archers use compound bows, and their skills are comparable to any male archer on the battlefield. This is a long-range attack unit, so there is no need to move them too close to the action where they are in danger of being charged.

NOTE

FOR MORE INFORMATION ON SARMATIAN WOMEN IN MILITARY SERVICE, SEE SARMATION VIRGIN CAVALRY.

SAXON HEARTH TROOPS

Available To: Saxons**Training Time:** 2**Training Cost:** 513**Wages:** 220**Unit Size:** 40 men**Melee Attack:** 11**Charge Bonus:** 4**Missile Attack:** 0**Weapon Type:** Heavy**Total Defense:** 23**Armor:** 7**Defense Skill:** 10**Shield:** 6**Hit Points:** 1**Fatigue Penalty:** 5**Special Abilities**

- *Sappers*
- *Hardy*
- *Can use shield-wall formation*

Saxon Hearth Troops are heavily armed and armored, what one might expect from warriors sworn to protect their lord to the death. They are experienced melee fighters and possess great stamina for the long fight.



SAXON KEEL

Available To: Saxons, Rebels**Training Time:** 1**Training Cost:** 342**Wages:** 115**Unit Size:** 40 men**Melee Attack:** 7**Charge Bonus:** 4**Missile Attack:** 0**Weapon Type:** Spearmen**Total Defense:** 16**Armor:** 4**Defense Skill:** 6**Shield:** 6**Hit Points:** 1**Fatigue Penalty:** 4**Special Abilities**

- *Can use shield-wall formation*

A Saxon Keel is a collection of cutthroats, bandits, and pirates. Equipped with light weapons and armor, they are best suited as a quick-strike raiding force. Do not place a Saxon Keel unit in the middle of a heavy infantry melee, or they will quickly fall susceptible to concentrated attacks.



SAXON SEA RAIDERS

Available To: Saxons, Rebels

Training Time: 1

Training Cost: 432

Wages: 160

Unit Size: 27 men

Melee Attack: 7

Charge Bonus: 7

Missile Attack: 0

Weapon Type: Light

Total Defense: 12

Armor: 3

Defense Skill: 5

Shield: 4

Hit Points: 1

Fatigue Penalty: 3

Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Swimming*

Saxon Sea Raiders represent the crew of a single keel (ship). On the water, they are cutthroats, bandits, pirates, and murderers. On horseback they are pretty much the same. This light cavalry unit is perfect for scattering skirmishers or chasing down panicked enemies. With extremely light armor and below-average defensive skills, the Saxon Sea Raiders should stay away from melees against heavy infantry or cavalry.



SCHOLAE PALATINAE

Available To: Western Romans, Eastern Romans, Western Roman Rebels, Eastern Roman Rebels

Training Time: 2

Training Cost: 1,250

Wages: 435

Unit Size: 27 men

Melee Attack: 8

Charge Bonus: 6

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 21

Armor: 9

Defense Skill: 8

Shield: 4

Hit Points: 1

Fatigue Penalty: 4

Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Hardy*
- *Can use wedge formation*

As palace architecture was adapted for military use, the staff attached to the palace also endured changes. The chief officer of the palace, the Praetorian prefect, gave up his politically corrupt Praetorian Guards to make way for the Scholae Palatinae, a well-trained, seriously equipped cavalry. Unlike their predecessors, this new guard was to be monitored very closely for its political allegiances. The arrival of horsemen attached to the palace was a major change in itself, as palace guards had always been infantry. Armed with heavy weapons, the Scholae Palatinae was especially known for its hardiness and defensive skills, important characteristics for a palace guard unit.



SCORPIONS

Available To: Western Romans, Eastern Romans, Western Roman Rebels, Eastern Roman Rebels

Training Time: 1

Training Cost: 437

Wages: 211

Unit Size: 12 men + 2 scorpions

Melee Attack: 5

Charge Bonus: 1

Missile Attack: 41 scorpion (range: 250; ammo: 50)

Weapon Type: Missile

Total Defense: 12

Armor: 3

Defense Skill: 9

Shield: 0

Hit Points: 1

Fatigue Penalty: 1

The Roman Scorpion is a sinew-powered weapon that looks like a large bow laid sideways on a frame. Designed by Vitruvius, the scorpion had several improvements over previous ballista weapons. The use of curved and tapered arms, set at angles to each other, altered the old design of using an arch. Like a traditional bow, the new curved design is stronger and more accurate than the straight wood design. The scorpion has the longest range of any weapon on the battlefield, making it easier to screen and protect.



SCOTTI CHARIOTS

Available To: Celts

Training Time: 1

Training Cost: 360

Wages: 189

Unit Size: 18 men + 9 chariots

Melee Attack: 5

Charge Bonus: 7

Missile Attack: 9 javelin (range: 55; ammo: 6)

Weapon Type: Light

Total Defense: 7

Armor: 3

Defense Skill: 4

Shield: 0

Hit Points: 1

Fatigue Penalty: 3

Special Abilities

- *Combat modifier against elephants: -8*
- *Combat modifier against camels: -4*

The Scottis, an early Celtic tribe from Ireland, used light chariots during frequent raids into Britain in AD 400. Chariots are swift, maneuverable, and they carry two warriors—a driver and a fighter. The chariot can be used for ranged javelin attacks or as a delivery vehicle for a melee fighter. Speed is the greatest asset of the chariot, an important consideration because the vehicle is only lightly armed and susceptible to concentrated attacks.



SLINGERS

Available To: Celts, Rebels

Training Time: 1

Training Cost: 207

Wages: 76

Unit Size: 40 men

Melee Attack: 3

Charge Bonus: 1

Missile Attack: 3 sling (range: 80; ammo: 40)

Weapon Type: Missile

Total Defense: 10

Armor: 2

Defense Skill: 5

Shield: 3

Hit Points: 1

Fatigue Penalty: 2

Special Abilities

- *Combat modifier against elephants: +6*
- *Combat modifier against chariots: +6*
- *Expert at hiding*
- *Swimming*

These hardy mountain warriors make the most of natural cover, so they are well-suited for ambushing chariots and elephants. They are only lightly armored, so take care not to let a slinger unit wander into a heavy melee.



SPEAR Warband

Available To: Alemanni, Lombardi,

Burgundii, Rebels

Training Time: 1

Training Cost: 315

Wages: 115

Unit Size: 60 men

Melee Attack: 6

Charge Bonus: 4

Missile Attack: 0

Weapon Type: Spearmen

Total Defense: 11

Armor: 3

Defense Skill: 5

Shield: 3

Hit Points: 1

Fatigue Penalty: 3

Special Abilities

- *Can use schiltrom formation*

Spear Warbands are recruited from the young of the lowest-status men in a tribe. Armed with spears, their strength is defense, which usually means they are facing off against cavalry. The warbands lack discipline and experience, but they can effectively employ the schiltrom (hedgehog) formation—forming a solid circle, they present their spears to the enemy in all directions. Of course, they cannot move while in this tight circle, but advancing cavalry are likely to back away, rather than impaling themselves on the spear points.



NOTE

FOR MORE INFORMATION, SEE MOUNTAIN SLINGERS.

**STEPPE HEAVY
SPEARMEN (HUNS)****Available To:** Huns**Training Time:** 1**Training Cost:** 513**Wages:** 189**Unit Size:** 40 men**Melee Attack:** 9**Charge Bonus:** 4**Missile Attack:** 0**Weapon Type:** Spearmen**Total Defense:** 21**Armor:** 7**Defense Skill:** 8**Shield:** 6**Hit Points:** 1**Fatigue Penalty:** 2**Special Abilities**

- *Sappers*
- *Hardy*

Any unit armed with spears can have some level of success against cavalry, but the Steppe Heavy Spearmen take this attribute to a much higher level. These warriors are armed with heavy spears, and their shields can take a pounding, enabling them to fight effectively in close quarters or withstand a missile attack. Heavy cavalry are certainly more exciting on the battlefield, but the combination of heavy cavalry and heavy spearmen has the potential to dominate the fight.

**STEPPE HEAVY
SPEARMEN (VANDALS)****Available To:** Vandals, Slavs**Training Time:** 1**Training Cost:** 513**Wages:** 189**Unit Size:** 40 men**Melee Attack:** 9**Charge Bonus:** 4**Missile Attack:** 0**Weapon Type:** Spearmen**Total Defense:** 21**Armor:** 7**Defense Skill:** 8**Shield:** 6**Hit Points:** 1**Fatigue Penalty:** 2**Special Abilities**

- *Sappers*
- *Hardy*

**NOTE**

FOR MORE INFORMATION, SEE STEPPE HEAVY
SPEARMEN (HUNS).

STEPPE HORSE ARCHERS

Available To: Vandals, Slavs, Rebels

Training Time: 1

Training Cost: 612

Wages: 156

Unit Size: 27 men

Melee Attack: 5

Charge Bonus: 4

Missile Attack: 8 bow (range: 120; ammo: 40)

Weapon Type: Missile

Total Defense: 14

Armor: 6

Defense Skill: 8

Shield: 0

Hit Points: 1

Fatigue Penalty: 1



Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Very hardy*
- *Swimming*
- *Can use Cantabrian circle attack*

Steppe Horse Archers combine excellent horsemanship with adeptness at firing the bow while riding hard, an exercise made easier by the development of the stirrup. The Steppe Horse Archers are lightly armored, but their speed and mobility keep them out of harm's way, allowing them to execute quick strikes against more-powerful enemy units. The archer's weapon of choice is a compact, composite bow that is specially designed for mounted warriors. The ends of the bow curve away from the archer, making it easier to navigate the brush or forest of the steppes.

STEPPE LANCERS

Available To: Vandals, Slavs

Training Time: 1

Training Cost: 567

Wages: 153

Unit Size: 27 men

Melee Attack: 5

Charge Bonus: 10

Missile Attack: 0

Weapon Type: Light

Total Defense: 15

Armor: 6

Defense Skill: 5

Shield: 4

Hit Points: 1

Fatigue Penalty: 1



Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Can use wedge formation*

Although Steppe Lancers carry light weapons, they are very effective at breaking through enemy infantry (except spearmen). The cavalry spear benefits from the power and speed generated by a warrior on horseback. A strike that finds its mark is always fatal, but while the spear is extended in battle, the horseman is susceptible to counterattack. For this reason, it is the recommended strategy to strike, break off the attack, and reform for another charge. Staying in the middle of a melee does not play to the strength of a mounted lancer.

STEPPE NOBLES

Available To: Vandals, Slavs**Training Time:** 1**Training Cost:** 873**Wages:** 204**Unit Size:** 27 men**Melee Attack:** 10**Charge Bonus:** 6**Missile Attack:** 0**Weapon Type:** Heavy**Total Defense:** 22**Armor:** 9**Defense Skill:** 9**Shield:** 4**Hit Points:** 1**Fatigue Penalty:** 2**Special Abilities**

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Hardy*
- *Can use wedge formation*

A perfect follow-up to a cavalry charge is a unit of Steppe Nobles hacking their way through the remaining enemies. Heavily armored and armed, this unit revels in finishing off weakened, demoralized opponents. This is a heavy cavalry unit, so don't send them off to chase light cavalry or horse archers. They will quickly tire, leaving a valuable unit vulnerable to attack.



STEPPE RAIDERS

Available To: Vandals, Slavs, Rebels**Training Time:** 1**Training Cost:** 450**Wages:** 156**Unit Size:** 40 men**Melee Attack:** 7**Charge Bonus:** 2**Missile Attack:** 9 bow (range: 160; ammo: 30)**Weapon Type:** Missile**Total Defense:** 13**Armor:** 5**Defense Skill:** 8**Shield:** 0**Hit Points:** 1**Fatigue Penalty:** 0**Special Abilities**

- *Expert at hiding*
- *Hardy*
- *Swimming*

Steppe Raiders are expert archers armed with compound bows. They can fight hand-to-hand in a pinch, but they are better off using their marksmanship skills from a distance. After generations of living in the rugged steppes, these archers are especially skilled at blending into their surroundings. A concealed missile attack combined with a heavy cavalry charge is more than enough to bring a tough enemy unit to its knees.



STEPPE SPEARMEN

Available To: Huns, Vandals, Slavs, Rebels

Training Time: 1

Training Cost: 297

Wages: 167

Unit Size: 60 men

Melee Attack: 5

Charge Bonus: 2

Missile Attack: 0

Weapon Type: Spearmen

Total Defense: 13

Armor: 3

Defense Skill: 7

Shield: 3

Hit Points: 1

Fatigue Penalty: 0



Special Abilities

- *Can use schiltrom formation*

Steppe Spearmen rank about as low as you can get on the status scale, but when 60 spears are lined up on the battlefield, even an elite unit of cavalry will pause before charging forward. This unit consists of young, inexperienced warriors, so it is best to play to their strengths. Protect them with infantry and cavalry, and let the Steppe Spearmen provide a solid wall to keep the enemy from gathering momentum.

STEPPE SWORDSMEN

Available To: Huns, Vandals, Slavs, Rebels

Training Time: 1

Training Cost: 324

Wages: 122

Unit Size: 40 men

Melee Attack: 9

Charge Bonus: 5

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 15

Armor: 5

Defense Skill: 7

Shield: 3

Hit Points: 1

Fatigue Penalty: 0



Special Abilities

- *Sappers*
- *Can use war cry (Vandal and Slav versions only)*

Steppe Swordsmen are core infantry, with enough armor and weaponry to overpower light units, but they are not quite ready to challenge heavy infantry. Use this unit to clear a force of stubborn spearmen from the battlefield before bringing your cavalry into play. If heavy infantry or cavalry is in the vicinity, you must provide support for the Steppe Swordsmen or they will fall.

STEPPE WARRIORS

Available To: Vandals, Slavs**Training Time:** 1**Training Cost:** 792**Wages:** 174**Unit Size:** 27 men**Melee Attack:** 7**Charge Bonus:** 7**Missile Attack:** 0**Weapon Type:** Heavy**Total Defense:** 18**Armor:** 9**Defense Skill:** 5**Shield:** 4**Hit Points:** 1**Fatigue Penalty:** 2**Special Abilities**

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Hardy*
- *Can use wedge formation*

Steppe Warriors are classic heavy cavalry, capable of dominating most infantry units, especially after they have been disrupted by arrow fire. This unit is armed with the best weaponry available and protected with the smith's best armor. Despite their overall strength, Steppe Warriors do best when they take advantage of an enemy unit's weakened state, and then retreat to wait for the next opportunity.



SUGHDIAN WARRIORS

Available To: Sassanids**Training Time:** 2**Training Cost:** 610**Wages:** 264**Unit Size:** 40 men**Melee Attack:** 10**Charge Bonus:** 4**Missile Attack:** 0**Weapon Type:** Heavy**Total Defense:** 19**Armor:** 7**Defense Skill:** 9**Shield:** 3**Hit Points:** 1**Fatigue Penalty:** 1**Special Abilities**

- *Sappers*

Sughdian Warriors are the Sassanid's strongest infantry unit. Armed with heavy weapons and well armored, the Sughdians bring a level of professionalism to the ranks of Eastern armies. They are disciplined and more than willing to stand up to the best Rome has to offer.



SWORD HEERBANN

Available To: Franks, Rebels

Training Time: 1

Training Cost: 459

Wages: 144

Unit Size: 40 men

Melee Attack: 9

Charge Bonus: 5

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 20

Armor: 7

Defense Skill: 7

Shield: 6

Hit Points: 1

Fatigue Penalty: 5



Special Abilities

- *Sappers*
- *Can use shield-wall formation*

The Sword Heerbann is a stalwart unit of a Frankish Army, with good hand-to-hand fighting skills and even better defensive capabilities. The Heerbann take special pride in their swords, even to the point of deriving a real or imagined magical strength from their weapons. This can sometimes be a detriment, keeping the Heerbann in the fight long after they should pull back and regroup.

TRIBAL CAVALRY

Available To: Huns, Rebels

Training Time: 1

Training Cost: 459

Wages: 143

Unit Size: 33 men

Melee Attack: 7

Charge Bonus: 7

Missile Attack: 0

Weapon Type: Light

Total Defense: 12

Armor: 3

Defense Skill: 5

Shield: 4

Hit Points: 1

Fatigue Penalty: 0



Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Hardy*
- *Swimming*
- *Can use wedge formation*

A recruit for the Tribal Cavalry has a simple choice: either fight for the Huns or die by their swords. As recruits, they are rushed into battle with very little training. However, life on the steppes imparts a certain toughness that carries to the battlefield. Tribal Cavalry units may not be as skilled or as disciplined as the Huns, but they will fight hard to the end of every battle.

VIRGIN HORSE ARCHERS

Available To: Sarmatians, Roxolani

Training Time: 1

Training Cost: 468

Wages: 141

Unit Size: 27 women

Melee Attack: 5

Charge Bonus: 4

Missile Attack: 8 bow (range: 120; ammo: 40)

Weapon Type: Missile

Total Defense: 11

Armor: 3

Defense Skill: 8

Shield: 0

Hit Points: 1

Fatigue Penalty: 0

Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *Very hardy*
- *Swimming*
- *Can use Cantabrian circle attack*

Sarmatian Virgins are an all-female unit of skilled warriors, every bit the equal of their male enemies. They are experienced horsewomen and are deadly accurate with the compound bow. Sarmatians are known for mobility and precision in war, and the Virgin Horse Archers keep pace anywhere on the battlefield.



WARHOUNDS

Available To: Alemanni, Lombardi,

Burgundii

Training Time: 2

Training Cost: 477

Wages: 150

Unit Size: 12 men + 24 wardogs

Melee Attack: 4 (Secondary Melee Attack: 10)

Charge Bonus: 2

Missile Attack: 0

Weapon Type: Light

Total Defense: 10

Armor: 4

Defense Skill: 6

Shield: 0

Hit Points: 1

Fatigue Penalty: 3

Special Abilities

- *Swimming*

Warhounds are bred for size, strength, and brutality, not unlike the characteristics that are coveted in human warriors. These beasts were originally used for hunting wild boar and bears in the tangled forests of Germania. Now, on the field of battle, warhounds will attack any man, armored or not. They will even attack cavalry horses from underneath, where the armor cannot reach.



WARLORD (ROMANO-BRITISH)

Available To: Romano-British

Training Time: 2

Training Cost: 1,500

Wages: 381

Unit Size: 12 men

Melee Attack: 11 (Secondary Melee Attack: 12)

Charge Bonus: 6

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 28

Armor: 9

Defense Skill: 15

Shield: 4

Hit Points: 2

Fatigue Penalty: 5



Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *General unit*
- *Hardy*

When Magnus Maximus abruptly pulled out his legions from Britannia in AD 383 to conquer the Western Empire, the land was left unprotected, triggering invasions by the Picts and Scots. Cries to Rome for help were largely ignored, and after enduring a period of constant strife, local warlords began a violent struggle for control of Britannia. Despite being abandoned by Rome, the people still yearn for a “Roman” state, so they will respond positively to a warlord who sticks to the old Roman ways of warfare. A Romano-British Warlord certainly has the military experience and skills to lead his troops, but does he have an understanding of the political and social needs of his people?

WARLORD (SAXON)

Available To: Saxons, Celts, Huns, Sarmatians, Roxolani, Vandals, Slavs, Goths, Ostrogoths, Rebels

Training Time: 3

Training Cost: 1,503

Wages: 210

Unit Size: 12 men

Melee Attack: 13

Charge Bonus: 6

Missile Attack: 0

Weapon Type: Heavy

Total Defense: 23

Armor: 9

Defense Skill: 10

Shield: 4

Hit Points: 2

Fatigue Penalty: 5



Special Abilities

- *Combat modifier against elephants: -4*
- *Combat modifier against camels: -4*
- *General unit*
- *Hardy (Huns, Sarmatians, Roxolani, Vandals, Slavs, Goths, Ostrogoths: Very hardy)*
- *Powerful charge*

A Saxon Warlord leads a small but elite force of 12 personal guards. A Saxon Warlord has achieved almost legendary status on the battlefield, and he must live up to this reputation every day. His decision making is without peer. A Saxon Warlord prefers to survive every battle to fight, and lead, another day, but he is always willing to lay down his life.

WOLFHOUNDS

Available To: Celts

Training Time: 2

Training Cost: 477

Wages: 150

Unit Size: 12 men + 24 wardogs

Melee Attack: 4 (Secondary Melee Attack: 10)

Charge Bonus: 2

Missile Attack: 0

Weapon Type: Light

Total Defense: 10

Armor: 4

Defense Skill: 6

Shield: 0

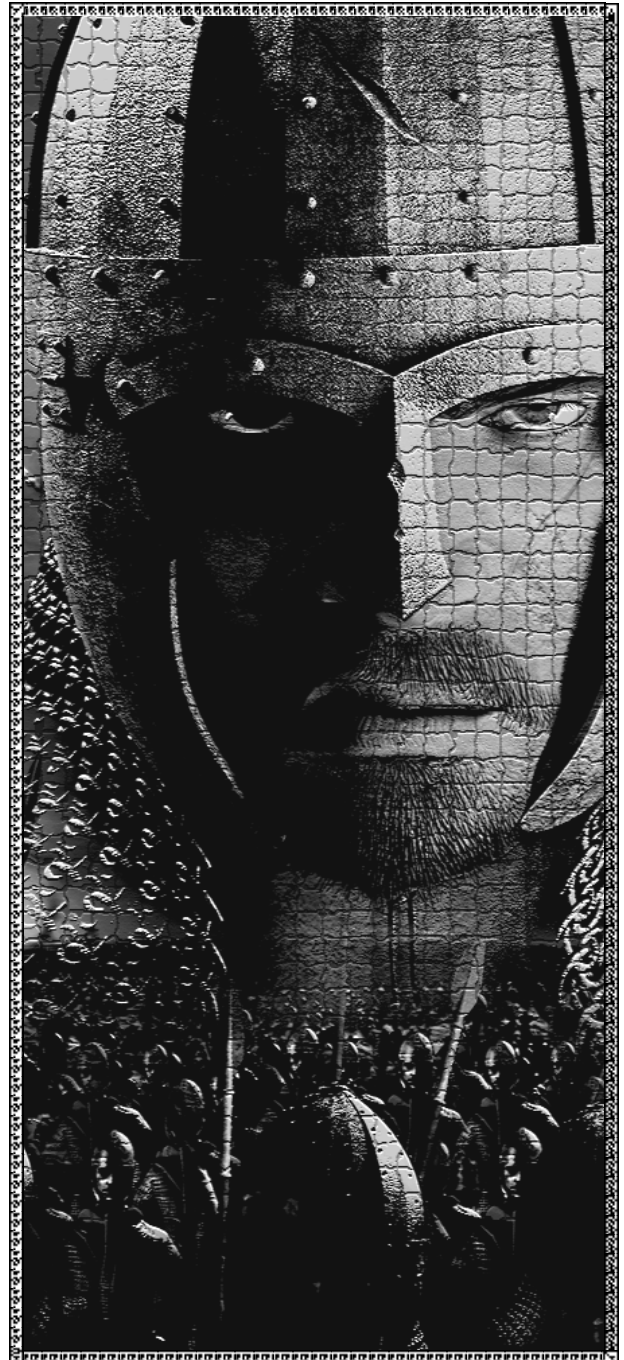
Hit Points: 1

Fatigue Penalty: 3

Special Abilities

• *Swimming*

Originally bred to hunt down and kill wolves, the Wolfhounds are as brutal as any trained animal can be. They have endless stamina and will gladly chase down any man foolish enough to turn and run. Like Warhounds, they will also attack the underbellies of cavalry horses to bring down horse and rider.



EUROPEAN BARBARIAN BUILDINGS

In this chapter we review the buildings available to your barbarian kingdom. The sections are arranged in the same way the buildings appear in the Tech Trees at the back of the guide. This provides a quick visual reference for each building, including notes on their functions and benefits.

GOVERNMENT BUILDINGS

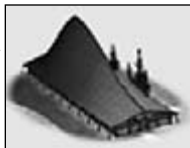
WARRIOR'S HOLD

- Trains Peasants
- Enables construction of Level 1 buildings
- Construction Time: 1
- Cost: 400



WARLORD'S HOLD (LEVEL ONE)

- Trains Peasants, Diplomats
- Enables construction of Level 2 buildings
- Construction Time: 2
- Cost: 800



HIGH KING'S HALL (LEVEL TWO)

- Trains Peasants, Diplomats
- Enables construction of Level 3 buildings
- Construction Time: 3
- Cost: 1,600



GREAT HALL (LEVEL THREE)

- Trains Peasants, Diplomats
- Enables construction of Level 4 buildings
- Law bonus 2
- Construction Time: 4
- Cost: 3,200



CASTRUM (LEVEL FOUR)

- Trains Peasants, Diplomats
- Enables construction of Level 5 buildings
- Law bonus 2
- Construction Time: 6
- Cost: 6,400



WALLS

WOODEN PALISADE (LEVEL ONE)

- Tower Level 1
- Happiness bonus 1
- Construction Time: 1
- Cost: 400



STOCKADE (LEVEL TWO)

- Wooden gate, towers
- Happiness bonus 1
- Construction Time: 2
- Cost: 800



STONE WALL (LEVEL THREE)

- Tower Level 1, Gate Defenses 1, Gate Strength 1
- Happiness bonus 1, Law bonus 1
- Construction Time: 3
- Cost: 1,600



LARGE STONE WALL (LEVEL FOUR)

- Tower Level 1, Gate Defenses 2, Gate Strength 2
- Happiness bonus 1, Law bonus 1
- Construction Time: 5
- Cost: 3,200

EUROPEAN BARBARIAN BUILDINGS

EPIC STONE WALL (LEVEL FIVE)

- Tower Level 2, Gate Defenses 2, Gate Strength 2
- Happiness bonus 1, Law bonus 2
- Construction Time: 6
- Cost: 6,400

BARRACKS

MUSTER FIELD (LEVEL ONE)

- Trains Spear Warband
- Construction Time: 2
- Cost: 600



MEETING HALL (LEVEL TWO)

- Trains Spear Warband
- Construction Time: 3
- Cost: 1,200



HALL OF HEROES (LEVEL THREE)

- Trains Spear Warband, Spearmen, Levy Spearmen, Gallowglass, Axe Heerbann, Sword Heerbann, Keel
- Construction Time: 4
- Cost: 2,400



HUNDREDMEN HALL (LEVEL FOUR)

- Trains Spear Warband, Spearmen, Levy Spearmen, Gallowglass, Axe Heerbann, Sword Heerbann, Keel, Chosen Axemen, Francisca Heerbann, Hearth Troops
- Construction Time: 6
- Cost: 4,800



PALATINE BARRACKS (LEVEL FIVE)

- Trains Spear Warband, Spearmen, Levy Spearmen, Gallowglass, Axe Heerbann, Sword Heerbann, Keel, Chosen Axemen, Francisca Heerbann, Hearth Troops, Golden Band
- Construction Time: 7
- Cost: 9,600



STABLES

STABLES (LEVEL TWO)

- Trains Warhounds, Cavalry, Wolfhounds, Scotti Chariots, Raiders, Sea Raiders
- Construction Time: 3
- Cost: 1,200



WARLORD'S STABLES (LEVEL THREE)

- Trains Warhounds, Cavalry, Wolfhounds, Scotti Chariots, Raiders, Sea Raiders, Lancers, Noble Cavalry, Noble Clansmen
- Construction Time: 4
- Cost: 2,400



ROYAL STABLES (LEVEL FOUR)

- Trains Warhounds, Cavalry, Wolfhounds, Scotti Chariots, Raiders, Sea Raiders, Lancers, Noble Cavalry, Noble Clansmen, Mounted Nobles
- Construction Time: 6
- Cost: 4,800



GREAT KING'S STABLES (LEVEL FIVE)

- Trains Warhounds, Cavalry, Wolfhounds, Scotti Chariots, Raiders, Sea Raiders, Lancers, Noble Cavalry, Noble Clansmen, Mounted Nobles, Chosen Warlord, Noble Warriors, Paladin Bodyguard, Warlord
- Construction Time: 7
- Cost: 9,600



MISSILES

PRACTICE RANGE (LEVEL TWO)

- Trains Archers, Slingers, Hunters, Kerns
- Construction Time: 3
- Cost: 1,200



ARCHERY RANGE (LEVEL THREE)

- Trains Archers, Slingers, Hunters, Kerns, Chosen Archers
- Construction Time: 4
- Cost: 2400



CATAPULT RANGE (LEVEL FOUR)

- Trains Archers, Slingers, Hunters, Kerns, Chosen Archers, Onagers, Crossbowmen, Ballistae
- Construction Time: 6
- Cost: 4,800



SIEGE ENGINEER (LEVEL FIVE)

- Trains Archers, Slingers, Hunters, Kerns, Chosen Archers, Onagers, Crossbowmen, Ballistae
- Construction Time: 7
- Cost: 9,600



TRADE

TRADER (LEVEL ONE)

- Trade Base Income bonus 1, Population Growth bonus 1
- Construction Time: 2
- Cost: 600



MARKET (LEVEL TWO)

- Enables recruitment of Spies
- Trade Base Income bonus 2, Population Growth bonus 1
- Construction Time: 3
- Cost: 1,200



GREAT MARKET (LEVEL THREE)

- Trains Spy, Assassin
- Trade Base Income bonus 3, Population Growth bonus 1
- Construction Time: 4
- Cost: 2,400



GUILDHALL (LEVEL FOUR)

- Trains Spy, Assassin
- Trade Base Income bonus 4, Population Growth bonus 4
- Construction Time: 6
- Cost: 4,800



WEAPONRY

BLACKSMITH (LEVEL TWO)

- Handheld Weapon bonus 1
- Construction Time: 3
- Cost: 1,200



EUROPEAN BARBARIAN BUILDINGS

WEAPONSMITH (LEVEL THREE)

- *Handheld Weapon bonus 1, Missile Weapon bonus 1, Armor bonus 1*
- *Construction Time: 4*
- *Cost: 2,400*



FOUNDRY (LEVEL FIVE)

- *Handheld Weapon bonus 2, Missile Weapon bonus 2, Armor bonus 2, Bladed bonus 2*
- *Construction Time: 6*
- *Cost: 6,400*



NAVAL

PORT (LEVEL TWO)

- *Enables production of boats*
- *Trade Fleet bonus 1, Trade Base Income bonus 1*
- *Construction Time: 2*
- *Cost: 800*



SHIPWRIGHT (LEVEL THREE)

- *Enables production of boats and large boats*
- *Trade Fleet bonus 2, Trade Base Income bonus 2*
- *Construction Time: 3*
- *Cost: 1,600*



DOCKYARD (LEVEL FOUR)

- *Enables production of boats and large boats*
- *Trade Fleet bonus 3, Trade Base Income bonus 2*
- *Construction Time: 5*
- *Cost: 3,200*



HEALTH

CESSPIT (LEVEL TWO)

- *Improves health of population*
- *Population Health bonus 1*
- *Construction Time: 2*
- *Cost: 800*



CESSPOOL (LEVEL THREE)

- *Improves health of population*
- *Population Health bonus 1, Population Growth bonus 1*
- *Construction Time: 3*
- *Cost: 1,600*



OPEN SEWER (LEVEL FOUR)

- *Improves health of population*
- *Population Health bonus 2*
- *Construction Time: 5*
- *Cost: 3,200*



LARGE OPEN SEWER (LEVEL FIVE)

- *Improves health of population*
- *Population Health bonus 3*
- *Construction Time: 6*
- *Cost: 6,400*



FARMING

LAND CLEARANCE (LEVEL ONE)

- *Farming Level 1*
- *Construction Time: 2*
- *Cost: 600*



COMMUNAL FARMING (LEVEL TWO)

- Farming Level 2
- Construction Time: 3
- Cost: 1,200



CROP ROTATION (LEVEL THREE)

- Farming Level 3
- Construction Time: 4
- Cost: 2,400



LARGE FEUDAL ESTATE (LEVEL FOUR)

- Farming Level 4
- Construction Time: 6
- Cost: 4,800



HUGE FEUDAL ESTATE (LEVEL FIVE)

- Farming Level 5
- Construction Time: 7
- Cost: 9,600



ROADS

ROADS (LEVEL ONE)

- Basic road
- Construction Time: 1
- Cost: 400



PAVED ROADS (LEVEL TWO)

- Road Level 1
- Construction Time: 3
- Cost: 1,200



MINES

MINES (LEVEL ONE)

- Mine Resource 4
- Construction Time: 2
- Cost: 2,000



MINES 1 (LEVEL TWO)

- Mine Resource 7
- Construction Time: 3
- Cost: 3,500



RELIGIOUS BUILDINGS

HERMITAGE (LEVEL THREE)

- Trains Roman Priest
- Happiness bonus 1
- Construction Time: 3
- Cost: 1,600



MONASTERY (LEVEL FOUR)

- Trains Roman Priest, Paladins
- Happiness bonus 2
- Construction Time: 5
- Cost: 3,200



ABBHEY (LEVEL FIVE)

- Trains Roman Priest, Paladins
- Happiness bonus 3
- Construction Time: 6
- Cost: 6,400



EUROPEAN BARBARIAN BUILDINGS

DRINK

TAVERN (LEVEL TWO)

- Happiness bonus 1
- Construction Time: 2
- Cost: 800



BARDIC CIRCLE (LEVEL THREE)

- Trains Night Raiders
- Happiness bonus 2, Religious Belief Pagan bonus 2
- Construction Time: 3
- Cost: 1,600



DONAR SHRINES

SHRINE TO DONAR (LEVEL ONE)

- Trains Lombard Berserkers
- Happiness bonus 1, Religious Belief Pagan 1
- Construction Time: 1
- Cost: 400



SACRED GROVE OF DONAR (LEVEL TWO)

- Trains Lombard Berserkers
- Happiness bonus 1, Recruits Morale bonus 1, Religious Belief Pagan 2
- Construction Time: 2
- Cost: 800



SACRED CIRCLE OF DONAR (LEVEL THREE)

- Trains Lombard Berserkers
- Happiness bonus 2, Recruits Morale bonus 2, Religious Belief Pagan 3
- Construction Time: 3
- Cost: 1,600



GOIBHNIU SHRINES

SHRINE TO GOIBHNIU (LEVEL ONE)

- Trains Hounds of Culann
- Happiness bonus 1, Recruits Exp bonus 1, Religious Belief Pagan 1
- Construction Time: 1
- Cost: 400



SACRED GROVE OF GOIBHNIU (LEVEL TWO)

- Trains Hounds of Culann
- Happiness bonus 1, Simple Weapon bonus 1, Recruits Exp bonus 1, Religious Belief Pagan 2
- Construction Time: 2
- Cost: 800



SACRED CIRCLE OF GOIBHNIU (LEVEL THREE)

- Trains Hounds of Culann
- Happiness bonus 2, Simple Weapon bonus 1, Recruits Exp bonus 2, Religious Belief Pagan 3
- Construction Time: 3
- Cost: 1,600



FRIGG SHRINES

SHRINE TO FRIGG (LEVEL ONE)

- Happiness bonus 1, Farming Level bonus 1, Religious Belief Pagan 1
- Construction Time: 1
- Cost: 400



SACRED GROVE OF FRIGG (LEVEL TWO)

- Happiness bonus 2, Farming Level bonus 2, Religious Belief Pagan 2
- Construction Time: 2
- Cost: 800



SACRED CIRCLE OF FRIGG (LEVEL THREE)

- Happiness bonus 3, Farming Level bonus 3, Religious Belief Pagan 3
- Construction Time: 3
- Cost: 1,600



COCIDIUS SHRINES

SHRINE TO COCIDIUS (LEVEL ONE)

- Happiness bonus 1, Weapon Missile bonus 1, Religious Belief Pagan 1
- Construction Time: 1
- Cost: 400



SACRED GROVE OF COCIDIUS (LEVEL TWO)

- Trains Druids
- Happiness bonus 2, Weapon Missile bonus 2, Religious Belief Pagan 2
- Construction Time: 2
- Cost: 800



SACRED CIRCLE OF COCIDIUS (LEVEL THREE)

- Trains Druids
- Happiness bonus 3, Weapon Missile bonus 3, Religious Belief Pagan 3
- Construction Time: 3
- Cost: 1,600



ULL SHRINES

SHRINE TO ULL (LEVEL ONE)

- Trains Druids
- Happiness bonus 1, Weapon Missile bonus 1, Religious Belief Pagan 2
- Construction Time: 1
- Cost: 400



SACRED GROVE OF ULL (LEVEL TWO)

- Trains Druids
- Happiness bonus 2, Weapon Missile bonus 2, Religious Belief Pagan 3
- Construction Time: 2
- Cost: 800



SACRED CIRCLE OF ULL (LEVEL THREE)

- Trains Druids
- Happiness bonus 3, Weapon Missile bonus 3, Religious Belief Pagan 4
- Construction Time: 3
- Cost: 1,600



CHRISTIAN SHRINES & BUILDINGS

CHRISTIAN SHRINE (LEVEL ONE)

- Happiness bonus 1, Religious Belief Christianity 1
- Construction Time: 1
- Cost: 400



EUROPEAN BARBARIAN BUILDINGS

CHRISTIAN CHAPEL (LEVEL TWO)

- Happiness bonus 2, Religious Belief Christianity 2, Population Growth bonus 1
- Construction Time: 2
- Cost: 800



CHRISTIAN CHURCH (LEVEL THREE)

- Happiness bonus 3, Religious Belief Christianity 3, Population Growth bonus 1
- Construction Time: 3
- Cost: 1,600



CHRISTIAN CATHEDRAL (LEVEL FOUR)

- Law bonus 1, Happiness bonus 3, Religious Belief Christianity 4, Population Growth bonus 2
- Construction Time: 5
- Cost: 3,200



CHRISTIAN BASILICA (LEVEL FIVE)

- Happiness bonus 3, Law bonus 2, Religious Belief Christianity 5, Population Growth bonus 2
- Construction Time: 6
- Cost: 6,400



MORRIGAN SHRINES

SHRINE TO THE MORRIGAN (LEVEL ONE)

- Happiness bonus 1, Religious Belief Pagan 1
- Construction Time: 1
- Cost: 400



SACRED GROVE OF THE MORRIGAN (LEVEL TWO)

- Happiness bonus 2, Recruits Exp bonus 1, Religious Belief Pagan 2
- Construction Time: 2
- Cost: 800



SACRED CIRCLE OF THE MORRIGAN (LEVEL THREE)

- Happiness bonus 2, Recruits Exp bonus 2, Religious Belief Pagan 3
- Construction Time: 3
- Cost: 1,600



WOTAN SHRINES

SHRINE TO WOTAN (LEVEL ONE)

- Recruits Exp bonus 1, Religious Belief Pagan 1
- Construction Time: 1
- Cost: 400



SACRED GROVE OF WOTAN (LEVEL TWO)

- Recruits Exp bonus 2, Religious Belief Pagan 2
- Construction Time: 2
- Cost: 800



SACRED CIRCLE OF WOTAN (LEVEL THREE)

- Happiness bonus 1, Recruits Exp bonus 3, Religious Belief Pagan 3
- Construction Time: 3
- Cost: 1,600



HUN CULTURE BUILDINGS

In this chapter we review the buildings available to your Hun kingdom. The sections are arranged in the same way the buildings appear in the Tech Trees at the back of the guide. This provides a quick visual reference for each building, including notes on their functions and benefits.

GOVERNMENT BUILDINGS

CHIEFTAIN'S HOLD

- Trains Herdsmen
- Enables construction of Level 1 buildings
- Construction Time: 1
- Cost: 400



WARLORD'S HOLD (LEVEL ONE)

- Trains Herdsmen, Diplomats
- Enables construction of Level 2 buildings
- Construction Time: 2
- Cost: 800



HIGH KING'S HALL (LEVEL TWO)

- Enables construction of Level 3 buildings
- Happiness bonus 1
- Construction Time: 3
- Cost: 1,600



GREAT HALL (LEVEL THREE)

- Trains Herdsmen, Diplomats
- Enables construction of Level 4 buildings
- Law bonus 2, Happiness bonus 1
- Construction Time: 4
- Cost: 3,200



ROYAL PALACE (LEVEL FOUR)

- Trains Diplomats
- Enables construction of Level 5 buildings
- Law bonus 2, Happiness bonus 1, Upgrade Bodyguard 1
- Construction Time: 6
- Cost: 6,400



WALLS

WOODEN PALISADE (LEVEL ONE)

- Wall Level 0, Tower Level 1
- Happiness bonus 1
- Construction Time: 1
- Cost: 400



WOODEN WALL (LEVEL TWO)

- Wall Level 1, Gate Strength 1, Tower Level 1
- Happiness bonus 1
- Construction Time: 2
- Cost: 800



STONE WALL (LEVEL THREE)

- Wall Level 2, Gate Strength 1, Tower Level 1
- Happiness bonus 1, Law bonus 1
- Construction Time: 3
- Cost: 1,600



BARRACKS

MUSTER FIELD (LEVEL ONE)

- Trains Steppe Spearmen, Runaway Slave Spearmen
- Construction Time: 2
- Cost: 600



HUN CULTURE BUILDINGS

MEETING HALL (LEVEL TWO)

- Trains Steppe Spearmen, Runaway Slave Spearmen
- Construction Time: 3
- Cost: 1,200



HALL OF HEROES (LEVEL THREE)

- Trains Steppe Spearmen Hun 1, Runaway Slave Spearmen, Steppe Swordsmen Hun
- Construction Time: 4
- Cost: 2,400



ARMY BARRACKS (LEVEL FOUR)

- Trains Steppe Spearmen Hun 1, Runaway Slave Spearmen, Steppe Swordsmen Hun, Steppe Heavy Spearmen Hun
- Construction Time: 6
- Cost: 4,800



ROYAL BARRACKS (LEVEL FIVE)

- Trains Steppe Spearmen Hun 1, Runaway Slave Spearmen, Steppe Swordsmen Hun, Steppe Heavy Spearmen Hun
- Construction Time: 7
- Cost: 9,600



STABLES

STABLES (LEVEL TWO)

- Training of Tribal Cavalry
- Construction Time: 3
- Cost: 1,200



WARLORD'S STABLES (LEVEL THREE)

- Training of Tribal Cavalry, Hunnic Lancers
- Construction Time: 4
- Cost: 2,400



ROYAL STABLES (LEVEL FOUR)

- Training of Tribal Cavalry, Hun Lancers, Hunnic Heavy Cavalry
- Stage races 1 (requires Roman faction)
- Construction Time: 6
- Cost: 4,800



GREAT KING'S STABLES (LEVEL FIVE)

- Trains Tribal Cavalry, Hun Lancers, Hunnic Heavy Cavalry, Hunnic Elite Warriors, Hunnic Warlords
- Stage races 2 requires Roman faction
- Construction Time: 7
- Cost: 9,600



MISSILES

PRACTICE RANGE (LEVEL TWO)

- Trains Hunnic Archers
- Construction Time: 3
- Cost: 1,200



ARCHERY RANGE (LEVEL THREE)

- Trains Hunnic Archers
- Construction Time: 4
- Cost: 2,400



TRADE

TRADER (LEVEL ONE)

- Trade Base Income bonus 1, Population Growth bonus 1
- Construction Time: 2
- Cost: 600



MARKET (LEVEL TWO)

- Enables recruitment of Spies
- Trade Base Income bonus 2, Population Growth bonus 1
- Construction Time: 3
- Cost: 1,200



BAZAAR (LEVEL THREE)

- Trains Spy, Assassin
- Trade Base Income bonus 3, Population Growth bonus 1
- Construction Time: 4
- Cost: 2,400



GRAND BAZAAR (LEVEL FOUR)

- Trains Spy, Assassin
- Trade Base Income bonus 4, Population Growth bonus 2
- Construction Time: 6
- Cost: 4,800



WEAPONRY

BLACKSMITH (LEVEL TWO)

- Simple Weapon 1, Bladed Weapon 1
- Construction Time: 3
- Cost: 1,200



WEAPONSMITH (LEVEL THREE)

- Simple Weapon 1, Bladed Weapon 1, Missile Weapon bonus 1, Armor 1
- Construction Time: 4
- Cost: 2,400



SWORDSMITH (LEVEL FIVE)

- Simple Weapon 2, Bladed Weapon 2, Missile Weapon bonus 2, Armor 2
- Construction Time: 6
- Cost: 6,400



FARMING

LAND CLEARANCE (LEVEL ONE)

- Farming Level 1
- Construction Time: 2
- Cost: 600



COMMUNAL FARMING (LEVEL TWO)

- Farming Level 2
- Construction Time: 3
- Cost: 1,200



ROADS

ROADS (LEVEL ONE)

- Basic road
- Construction Time: 1
- Cost: 400



MINES

MINES (LEVEL ONE)

- Mine resource 4
- Construction Time: 2
- Cost: 2,000



DRINK

TAVERN (LEVEL TWO)

- Happiness bonus 1
- Construction Time: 2
- Cost: 800



CHINGLU SHRINES

SHRINE TO CHINGLU (LEVEL ONE)

- Happiness bonus 1, Recruits Exp 1, Religious Belief Pagan 1
- Construction Time: 1
- Cost: 400



SACRED GROVE OF CHINGLU (LEVEL TWO)

- Happiness bonus 1, Recruits Exp bonus 1, Simple Weapon bonus 1, Religious Belief Pagan 2
- Construction Time: 2
- Cost: 800



SACRED CIRCLE OF CHINGLU (LEVEL THREE)

- Happiness bonus 2, Simple Weapon bonus 1, Recruits Exp bonus 2, Religious Belief Pagan 3
- Construction Time: 3
- Cost: 1,600



RAGREHS SHRINES

SHRINE OF RAGREHS (LEVEL ONE)

- Happiness bonus 1, Recruits Exp bonus 1, Religious Belief Pagan 1
- Construction Time: 1
- Cost: 400



SACRED GROVE OF RAGREHS (LEVEL TWO)

- Happiness bonus 1, Simple Weapon bonus 1, Recruits Exp bonus 2, Religious Belief Pagan 2
- Construction Time: 2
- Cost: 800



SACRED CIRCLE OF RAGREHS (LEVEL THREE)

- Happiness bonus 2, Recruits Exp bonus 3, Religious Belief Pagan 3
- Construction Time: 3
- Cost: 1,600



ROMAN BUILDINGS

In this chapter we review the buildings available to your Roman kingdom. The sections are arranged in the same way the buildings appear in the Tech Trees at the back of the guide. This provides a quick visual reference for each building, including notes on their functions and benefits.

GOVERNMENT BUILDINGS

GOVERNOR'S HOUSE

- Trains Peasants
- Enables construction of Level 1 buildings
- Construction Time: 1
- Cost: 400



GOVERNOR'S VILLA (LEVEL ONE)

- Trains Peasants, Diplomats
- Enables construction of Level 2 buildings
- Construction Time: 2
- Cost: 800



GOVERNOR'S PALACE (LEVEL TWO)

- Trains Peasants, Diplomats
- Enables construction of Level 3 buildings
- Happiness bonus 1 (requires Eastern Empire faction)
- Construction Time: 3
- Cost: 1,600



PRO-CONSUL'S PALACE (LEVEL THREE)

- Trains Peasants, Diplomats
- Enables construction of Level 4 buildings
- Law bonus 2 (requires Huns), Happiness bonus 1 (requires Eastern Empire)
- Construction Time: 4
- Cost: 3,200



IMPERIAL PALACE (LEVEL FOUR)

- Trains Peasants, Diplomats
- Enables construction of Level 5 buildings
- Upgrade Bodyguard 1, Law bonus 2 (requires barbarians or Huns), Happiness bonus 1 (requires Eastern Empire)
- Construction Time: 6
- Cost: 6,400



WALLS

WOODEN PALISADE (LEVEL ONE)

- Wall Level 0, Tower Level 1
- Happiness bonus 1
- Construction Time: 1
- Cost: 400



WOODEN HALL (LEVEL TWO)

- Wall Level 1, Gate Strength 1, Tower Level 1
- Happiness bonus 1
- Construction Time: 2
- Cost: 800



STONE WALL (LEVEL THREE)

- Wall Level 2, Tower Level 1, Gate Defenses 1, Gate Strength 1
- Happiness bonus 1, Law bonus 1
- Construction Time: 3
- Cost: 1,600



LARGE STONE WALL (LEVEL FOUR)

- Wall Level 3, Tower Level 1, Gate Defense 2, Gate Strength 2
- Happiness bonus 1, Law bonus 1
- Construction Time: 5
- Cost: 3,200



EPIC STONE WALL (LEVEL FIVE)

- Wall Level 4, Tower Level 2, Gate Defense 2, Gate Strength 2
- Happiness bonus 1, Law bonus 2
- Construction Time: 6
- Cost: 6,400



BARRACKS

BARRACKS (LEVEL ONE)

- Trains Coastal Levies, Limitanei
- Construction Time: 2
- Cost: 600

MILITIA BARRACKS (LEVEL TWO)

- Trains Coastal Levies, Limitanei, Legio Lanciarii, Foederati Infantry
- Construction Time: 3
- Cost: 1,200



LEGION BARRACKS (LEVEL THREE)

- Trains Limitanei, Legio Lanciarii, Coastal Levies, Comitatuses, Foederati Infantry, British Legionaries
- Construction Time: 4
- Cost: 2,400



ARMY BARRACKS (LEVEL FOUR)

- Trains Limitanei, Legio Lanciarii, Coastal Levies, Comitatuses, Foederati Infantry, British Legionaries, Auxilia Palatinii, Plumbatarii, Praeventores
- Construction Time: 6
- Cost: 4,800



URBAN BARRACKS (LEVEL FIVE)

- Trains Limitanei, Legio Lanciarii, Coastal Levies, Comitatuses, Foederati Infantry, British Legionaries, Comitatuses First Cohort, Auxilia Palatinii, Plumbatarii, Praeventores
- Construction Time: 7
- Cost: 9,600



STABLES

STABLES (LEVEL TWO)

- Trains Equites Auxilia, Foederati Cavalry, Sarmatian Auxilia
- Construction Time: 3
- Cost: 1,200



CAVALRY STABLES (LEVEL THREE)

- Trains Equites Auxilia, Foederati Cavalry, Sarmatian Auxilia, Dromedarii
- Construction Time: 4
- Cost: 2,400



HIPPODROME (LEVEL FOUR)

- Trains Equites Auxilia, Foederati Cavalry, Sarmatian Auxilia, Dromedarii, Hippo Toxotai, Equites Sagittarii
- Stage Races 1 (requires Romans)
- Construction Time: 6
- Cost: 4,800



CIRCUS MAXIMUS (LEVEL FIVE)

- Trains Equites Auxilia, Foederati Cavalry, Sarmatian Auxilia, Dromedarii, Hippo Toxotai, Equites Sagittarii, Equites Clibinarii, Equites Catafractarii, Scholae Palatinae, Graal Knights, Romano-British Warlords, Imperial Household Bodyguard, Imperial German Bodyguard
- Stage Races 2 (requires Romans)
- Construction Time: 7
- Cost: 9,600



MISSILES

PRACTICE RANGE (LEVEL TWO)

- Trains Archers
- Construction Time: 3
- Cost: 1,200



ARCHERY RANGE (LEVEL THREE)

- Trains Archers
- Construction Time: 4
- Cost: 2,400



CATAPULT RANGE (LEVEL FOUR)

- Trains Archers, Bucellarii, Roman Onagers, Roman Ballistae, Roman Scorpion
- Construction Time: 6
- Cost: 4,800



SIEGE ENGINEER (LEVEL FIVE)

- Trains Archers, Bucellarii, Roman Onagers, Roman Ballistae, Roman Heavy Onagers, Roman Repeating Ballistae, Carriage Ballistae, Roman Scorpion
- Construction Time: 7
- Cost: 9,600



TRADE

TRADER (LEVEL ONE)

- Trade Base Income bonus 1, Population Growth bonus 1
- Construction Time: 2
- Cost: 600



MARKET (LEVEL TWO)

- Enables recruitment of Spies
- Trade Base Income bonus 2, Population Growth bonus 1
- Construction Time: 3
- Cost: 1,200



FORUM (LEVEL THREE)

- Trains Spy, Assassin
- Trade Base Income bonus 3, Population Growth bonus 1
- Construction Time: 4
- Cost: 2,400



GREAT FORUM (LEVEL FOUR)

- Trains Spy, Assassin
- Trade Base Income bonus 4, Population Growth bonus 2
- Construction Time: 6
- Cost: 4,800



CURIA (LEVEL FIVE)

- Trains Spy, Assassin
- Trade Base Income bonus 5, Population Growth bonus 2, Happiness bonus 2
- Construction Time: 7
- Cost: 9,600



WEAPONRY

BLACKSMITH (LEVEL TWO)

- Simple Weapon 1, Bladed Weapon 1
- Construction Time: 3
- Cost: 1,200



ARMORER (LEVEL THREE)

- Simple Weapon 1, Bladed Weapon 1, Missile Weapon 1, Armor 1
- Construction Time: 4
- Cost: 2,400



FOUNDRY (LEVEL FIVE)

- Simple Weapon 2, Bladed Weapon 2, Missile Weapon 2, Armor 2
- Construction Time: 6
- Cost: 6,400



NAVAL

PORT (LEVEL TWO)

- Produces Naval Biremes
- Trade Fleet bonus 1, Trade Base Income bonus 1
- Construction Time: 2
- Cost: 800



SHIPWRIGHT (LEVEL THREE)

- Produces Naval Biremes, Triremes
- Trade Fleet bonus 2, Trade Base Income bonus 2
- Construction Time: 3
- Cost: 1,600



DOCKYARD (LEVEL FOUR)

- Produces Naval Biremes, Triremes, Quinquiremes
- Trade Fleet bonus 3, Trade Base Income bonus 2
- Construction Time: 5
- Cost: 3,200



HEALTH

SEWERS (LEVEL TWO)

- Population Health bonus 1
- Construction Time: 2
- Cost: 800



PUBLIC BATHS (LEVEL THREE)

- Population Health bonus 2 (requires Romans)
- Construction Time: 3
- Cost: 1,600



AQUEDUCT (LEVEL FOUR)

- Population Health bonus 3 (requires Romans)
- Construction Time: 5
- Cost: 3,200



PLUMBING (LEVEL FIVE)

- Population Health bonus 4 (requires Romans)
- Construction Time: 6
- Cost: 6,400



FARMING

LAND CLEARANCE (LEVEL ONE)

- Farming Level 1
- Construction Time: 2
- Cost: 600



COMMUNAL FARMING (LEVEL TWO)

- Farming Level 2
- Construction Time: 3
- Cost: 1,200



CROP ROTATION (LEVEL THREE)

- Farming Level 3
- Construction Time: 4
- Cost: 2,400



BUILDING IRRIGATION (LEVEL FOUR)

- Farming Level 4
- Construction Time: 6
- Cost: 4,800



GREAT ESTATE (LEVEL FIVE)

- Farming Level 5
- Construction Time: 7
- Cost: 9,600



ROADS

ROADS (LEVEL ONE)

- Road Level 0
- Construction Time: 1
- Cost: 400



PAVED ROADS (LEVEL TWO)

- Road Level 1
- Construction Time: 3
- Cost: 1,200



HIGHWAYS (LEVEL THREE)

- Road Level 2
- Construction Time: 4
- Cost: 2,400



MINES

MINES (LEVEL ONE)

- Mine Resource 4
- Construction Time: 2
- Cost: 2,000



MINES 1 (LEVEL TWO)

- Mine Resource 7
- Construction Time: 3
- Cost: 3,500



ACADEMIES

ACADEMY (LEVEL THREE)

- Law bonus 1
- Construction Time: 3
- Cost: 1,600



SCRIPTORIUM (LEVEL THREE)

- Law bonus 2
- Construction Time: 5
- Cost: 3,200



LUDUS MAGNA (LEVEL THREE)

- Law bonus 3
- Construction Time: 6
- Cost: 6,400



AMPHITHEATER (LEVEL FOUR)

- Stage Games 2 (requires Romans)
- Happiness bonus 2
- Construction Time: 5
- Cost: 3,200



RELIGIOUS BUILDINGS

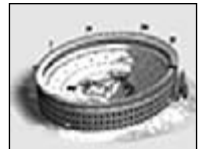
HERMITAGE (LEVEL THREE)

- Trains Romano-British Monks, Roman Priests, Orthodox Priests
- Happiness bonus 1
- Construction Time: 3
- Cost: 1,600



COLISEUM (LEVEL FIVE)

- Stage Games 3 (requires Romans)
- Happiness bonus 3
- Construction Time: 6
- Cost: 6,400



MONASTERY (LEVEL FOUR)

- Trains Romano-British Monks, Roman Priests, Orthodox Priests
- Happiness bonus 2
- Construction Time: 5
- Cost: 3,200



SOL SHRINES

SHRINE TO SOL INVICTUS (LEVEL ONE)

- Law bonus 1, Religious Belief Pagan 1
- Construction Time: 1
- Cost: 400



ABBAY (LEVEL FIVE)

- Trains Romano-British Monks, Roman Priests, Orthodox Priests
- Happiness bonus 3
- Construction Time: 6
- Cost: 6,400



TEMPLE OF SOL INVICTUS (LEVEL TWO)

- Law bonus 2, Religious Belief Pagan 2
- Construction Time: 2
- Cost: 800



ENTERTAINMENT

ARENA (LEVEL THREE)

- Stage Games 1 (requires Romans)
- Happiness bonus 1
- Construction Time: 2
- Cost: 1,600



LARGE TEMPLE OF SOL INVICTUS (LEVEL THREE)

- Happiness bonus 1, Law bonus 3, Religious Belief Pagan 3
- Construction Time: 3
- Cost: 1,600



AWESOME TEMPLE OF SOL INVICTUS (LEVEL FOUR)

- Happiness bonus 2, Law bonus 4, Religious Belief Pagan 4
- Construction Time: 5
- Cost: 3,200



MITHRAS SHRINES

SHRINE TO MITHRAS (LEVEL ONE)

- Happiness bonus 1, Recruits Exp bonus 1, Religious Belief Pagan 1, Law bonus 1
- Construction Time: 1
- Cost: 400



TEMPLE OF MITHRAS (LEVEL TWO)

- Happiness bonus 1, Recruits Exp bonus 1, Religious Belief Pagan 2, Law bonus 1
- Construction Time: 2
- Cost: 800



LARGE TEMPLE OF MITHRAS (LEVEL THREE)

- Happiness bonus 1, Recruits Exp bonus 1, Religious Belief Pagan 3, Law bonus 2
- Construction Time: 3
- Cost: 1,600



AWESOME TEMPLE OF MITHRAS (LEVEL FOUR)

- Happiness bonus 2, Recruits Exp bonus 2, Religious Belief Pagan 4, Law bonus 2
- Construction Time: 5
- Cost: 3,200



CHRISTIAN SHRINES & BUILDINGS

CHRISTIAN SHRINE (LEVEL ONE)

- Happiness bonus 1, Religious Belief Christianity 1
- Construction Time: 1
- Cost: 400



CHRISTIAN CHAPEL (LEVEL TWO)

- Happiness bonus 2, Religious Belief Christianity 2, Population Growth bonus 1
- Construction Time: 2
- Cost: 800



CHRISTIAN CHURCH (LEVEL THREE)

- Happiness bonus 3, Religious Belief Christianity 3, Population Growth bonus 1
- Construction Time: 3
- Cost: 1,600



CHRISTIAN CATHEDRAL (LEVEL FOUR)

- Law bonus 1, Happiness bonus 3, Religious Belief Christianity 4, Population Growth bonus 2
- Construction Time: 5
- Cost: 3,200



CHRISTIAN BASILICA (LEVEL FIVE)

- Happiness bonus 3, Law bonus 2, Religious Belief Christianity 5, Population Growth bonus 2
- Construction Time: 6
- Cost: 6,400



STEPPE CULTURE BUILDINGS

STEPPE CULTURE BUILDINGS

In this chapter we review the buildings available to your steppe kingdom. The sections are arranged in the same way the buildings appear in the Tech Trees at the back of the guide. This provides a quick visual reference for each building, including notes on their functions and benefits.

GOVERNMENT BUILDINGS

WARRIOR'S HOLD

- Trains Peasants, Herdsmen
- Enables construction of Level 1 buildings
- Construction Time: 1
- Cost: 400



WARLORD'S HOLD (LEVEL ONE)

- Trains Peasants, Herdsmen, Diplomats
- Enables construction of Level 2 buildings
- Construction Time: 2
- Cost: 800



HIGH KING'S HALL (LEVEL TWO)

- Trains Peasants, Herdsmen, Diplomats
- Enables construction of Level 3 buildings
- Happiness bonus 1 (requires Eastern Empire)
- Construction Time: 3
- Cost: 1,600



GREAT HALL (LEVEL THREE)

- Trains Peasants, Herdsmen, Diplomats
- Enables construction of Level 4 buildings
- Law bonus 2 (requires Barbarians or Huns), Happiness bonus 1 (requires Eastern Empire)
- Construction Time: 4
- Cost: 3,200



CASTRUM (LEVEL FOUR)

- Trains Peasants, Herdsmen, Diplomats
- Enables construction of Level 5 buildings
- Law bonus 2 (requires Huns or barbarians), Happiness bonus 1 (requires Eastern Empire)
- Upgrade Bodyguard 1
- Construction Time: 6
- Cost: 6,400



WALLS

WOODEN PALISADE (LEVEL ONE)

- Wall Level 0, Tower Level 1
- Happiness bonus 1
- Construction Time: 1
- Cost: 400



WOODEN WALL (LEVEL TWO)

- Wall Level 1, Gate Strength 1, Tower Level 1
- Happiness bonus 1
- Construction Time: 2
- Cost: 800



BARRACKS

MUSTER FIELD (LEVEL ONE)

- Trains Steppe Spearmen, Runaway Slave Spearmen
- Construction Time: 2
- Cost: 600



MEETING HALL (LEVEL TWO)

- Trains Steppe Spearmen, Gothic Spearmen, Runaway Slave Spearmen
- Construction Time: 3
- Cost: 1,200



HALL OF HEROES (LEVEL THREE)

- Trains Steppe Spearmen, Steppe Swordsmen, Runaway Slave Spearmen, Gothic Spearmen
- Construction Time: 4
- Cost: 2,400



HUNDREDMEN HALL (LEVEL FOUR)

- Trains Steppe Spearmen, Steppe Swordsmen, Runaway Slave Spearmen, Gothic Spearmen, Gothic Warriors, Bosphoran Infantry
- Construction Time: 6
- Cost: 4,800



ROYAL BARRACKS (LEVEL FIVE)

- Trains Steppe Spearmen, Steppe Swordsmen, Steppe Heavy Spearmen, Runaway Slave Spearmen, Gothic Spearmen, Gothic Warriors, Bosphoran Infantry
- Construction Time: 7
- Cost: 9,600



STABLES

STABLES (LEVEL TWO)

- Trains Sarmatian Virgin Cavalry, Steppe Lancers
- Construction Time: 3
- Cost: 1,200



WARLORD'S STABLES (LEVEL THREE)

- Trains Sarmatian Virgin Cavalry, Gothic Lancers, Steppe Lancers, Sarmatian Armored Archers, Steppe Warriors, Steppe Horse Archers, Gothic Horse Archers, Sarmatian Warlords, Steppe Warlords, Goth Warlords
- Construction Time: 4
- Cost: 2,400



ROYAL STABLES (LEVEL FOUR)

- Trains Sarmatian Virgin Cavalry, Gothic Lancers, Steppe Lancers, Sarmatian Armored Archers, Steppe Warriors, Steppe Horse Archers, Gothic Horse Archers, Alan Noble Cavalry, Sarmatian Warlords, Steppe Warlords, Goth Warlords, Alan Horse Archers
- Stage Races 1 (requires Romans)
- Construction Time: 6
- Cost: 4,800



GREAT KING'S STABLES (LEVEL FIVE)

- Trains Sarmatian Virgin Cavalry, Gothic Lancers, Steppe Lancers, Sarmatian Armored Archers, Steppe Warriors, Steppe Horse Archers, Gothic Horse Archers, Alan Noble Cavalry, Sarmatian Warlords, Steppe Warlords, Goth Warlords, Alan Horse Archers, Sarmatian Noble Cavalry, Steppe Nobles, Gothic Warrior Nobles
- Stage Races 2 (requires Romans)
- Construction Time: 7
- Cost: 9,600



MISSILES

PRACTICE RANGE (LEVEL TWO)

- Trains Sarmatian Virgin Foot Archers, Steppe Raiders, Goth Raiders
- Construction Time: 3
- Cost: 1,200



ARCHERY RANGE (LEVEL THREE)

- Trains Sarmatian Virgin Foot Archers, Sarmatian Virgin Horse Archers, Steppe Raiders, Goth Raiders
- Construction Time: 4
- Cost: 2,400



STEPPE CULTURE BUILDINGS

TRADE

TRADER (LEVEL ONE)

- Trade Base Income bonus 1, Population Growth bonus 1
- Construction Time: 2
- Cost: 600



MARKET (LEVEL TWO)

- Recruit Spies
- Trade Base Income bonus 2, Population Growth bonus 1
- Construction Time: 3
- Cost: 1,200



GREAT MARKET (LEVEL THREE)

- Trains Spies, Assassins
- Trade Base Income bonus 3, Population Growth bonus 1
- Construction Time: 4
- Cost: 2,400



GRAND BAZAAR (LEVEL FOUR)

- Trains Spies, Assassins
- Trade Base Income bonus 4, Population Growth bonus 2
- Construction Time: 6
- Cost: 4,800



WEAPONRY

BLACKSMITH (LEVEL TWO)

- Simple Weapon 1, Bladed Weapon 1
- Construction Time: 3
- Cost: 1,200



WEAPONSMITH (LEVEL THREE)

- Simple Weapon 1, Bladed Weapon 1, Missile Weapon 1, Armor 1
- Construction Time: 4
- Cost: 2,400



SWORDSMITH (LEVEL FIVE)

- Simple Weapon 2, Bladed Weapon 2, Missile Weapon 2, Armor 2
- Construction Time: 6
- Cost: 6,400



NAVAL

PORT (LEVEL TWO)

- Produce naval boats
- Trade Fleet bonus 1, Trade Base Income bonus 1
- Construction Time: 2
- Cost: 800



SHIPWRIGHT (LEVEL THREE)

- Produce naval boats and large naval boats
- Trade Fleet bonus 2, Trade Base Income bonus 2
- Construction Time: 3
- Cost: 1,600



FARMING

LAND CLEARANCE (LEVEL ONE)

- Farming Level 1
- Construction Time: 2
- Cost: 600



COMMUNAL FARMING (LEVEL TWO)

- Farming Level 2
- Construction Time: 3
- Cost: 1,200



ROADS

ROADS (LEVEL ONE)

- Basic road
- Construction Time: 1
- Cost: 400



MINES

MINES (LEVEL ONE)

- Mine Resource 4
- Construction Time: 2
- Cost: 2,000



RELIGIOUS BUILDINGS

HERMITAGE (LEVEL THREE)

- Trains Mounted Arian Priests, Arian Priests
- Happiness bonus 1
- Construction Time: 3
- Cost: 1,600



DRINK

TAVERN (LEVEL TWO)

- Happiness bonus 1
- Construction Time: 2
- Cost: 800



DZAROWIT SHRINES

SHRINE TO DZAROWIT (LEVEL ONE)

- Happiness bonus 1, Religious Belief Pagan 1
- Construction Time: 1
- Cost: 400



SACRED GROVE OF DZAROWIT (LEVEL TWO)

- Happiness bonus 1, Recruits Morale bonus 1, Religious Belief Pagan 2
- Construction Time: 2
- Cost: 800



SACRED CIRCLE OF DZAROWIT (LEVEL THREE)

- Happiness bonus 2, Recruits Morale bonus 2, Religious Belief Pagan 3
- Construction Time: 3
- Cost: 1,600



AGNI SHRINES

SHRINE TO AGNI (LEVEL ONE)

- Happiness bonus 1, Recruits Exp bonus 1, Religious Belief Pagan 1
- Construction Time: 1
- Cost: 400



SACRED GROVE OF AGNI (LEVEL TWO)

- Happiness bonus 1, Simple Weapon bonus 1, Recruits Exp bonus 1, Religious Belief Pagan 2
- Construction Time: 2
- Cost: 800



STEPPE CULTURE BUILDINGS

SACRED CIRCLE OF AGNI (LEVEL THREE)

- Happiness bonus 2, Simple Weapon bonus 1, Recruits Exp bonus 2, Religious Belief Pagan 3
- Construction Time: 3
- Cost: 1,600



MATKA SHRINES

SHRINE TO MATKA (LEVEL ONE)

- Happiness bonus 1, Population Growth bonus 1, Religious Belief Pagan bonus 1
- Construction Time: 1
- Cost: 400



SACRED GROVE OF MATKA (LEVEL TWO)

- Happiness bonus 1, Population Growth bonus 2, Religious Belief Pagan 2
- Construction Time: 2
- Cost: 800



SACRED CIRCLE OF MATKA (LEVEL TWO THREE)

- Happiness bonus 2, Population Growth bonus 3, Religious Belief Pagan 3
- Construction Time: 3
- Cost: 1,600



PAI SHRINES

SHRINE TO PAI (LEVEL ONE)

- Happiness bonus 1, Population Health bonus 1, Religious Belief Pagan 1
- Construction Time: 1
- Cost: 400



SACRED GROVE OF PAI (LEVEL TWO)

- Happiness bonus 2, Population Health bonus 2, Religious Belief Pagan 2
- Construction Time: 2
- Cost: 800



SACRED CIRCLE OF PAI (LEVEL THREE)

- Happiness bonus 3, Population Health bonus 3, Religious Belief Pagan 3
- Construction Time: 3
- Cost: 1,600



KOLAKSAY SHRINES

SHRINE OF KOLAKSAY (LEVEL ONE)

- Happiness bonus 1, Recruits Exp bonus 1, Religious Belief Pagan 1
- Construction Time: 1
- Cost: 400



SACRED GROVE OF KOLAKSAY (LEVEL TWO)

- Happiness bonus 1, Recruits Exp bonus 2, Religious Belief Pagan 2
- Construction Time: 2
- Cost: 800



SACRED CIRCLE OF KOLAKSAY (LEVEL THREE)

- Happiness bonus 2, Recruits Exp bonus 3, Religious Belief Pagan 3
- Construction Time: 3
- Cost: 1,600



PAPAY SHRINES

SHRINE TO PAPAY (LEVEL ONE)

- Happiness bonus 1, Law bonus 1, Religious Belief Pagan 1
- Construction Time: 1
- Cost: 400



SACRED GROVE OF PAPAY (LEVEL TWO)

- Happiness bonus 2, Law bonus 2, Religious Belief Pagan 2
- Construction Time: 2
- Cost: 800



SACRED CIRCLE OF PAPAY (LEVEL THREE)

- Happiness bonus 3, Law bonus 3, Religious Belief Pagan 3
- Construction Time: 3
- Cost: 1,600



SVAROG SHRINES

SHRINE TO SVAROG (LEVEL ONE)

- Law bonus 1, Religious Belief Pagan 1
- Construction Time: 1
- Cost: 400



SACRED GROVE OF SVAROG (LEVEL TWO)

- Law bonus 2, Religious Belief Pagan 2
- Construction Time: 2
- Cost: 800



SACRED CIRCLE OF SVAROG (LEVEL THREE)

- Happiness bonus 1, Law bonus 3, Religious Belief Pagan 3
- Construction Time: 3
- Cost: 1,600



CHRISTIAN SHRINES & BUILDINGS

CHRISTIAN SHRINE (LEVEL ONE)

- Happiness bonus 1, Religious Belief Christianity 1
- Construction Time: 1
- Cost: 400



CHRISTIAN CHAPEL (LEVEL TWO)

- Happiness bonus 2, Religious Belief Christianity 2, Population Growth bonus 1
- Construction Time: 2
- Cost: 800



STEPPE CULTURE BUILDINGS

CHRISTIAN CHURCH (LEVEL THREE)

- Happiness bonus 3, Religious Belief Christianity 3, Population Growth bonus 1
- Construction Time: 3
- Cost: 1,600



CHRISTIAN CATHEDRAL (LEVEL FOUR)

- Law bonus 1, Happiness bonus 3, Religious Belief Christianity 4, Population Growth bonus 2
- Construction Time: 5
- Cost: 3,200



CHRISTIAN BASILICA (LEVEL FIVE)

- Happiness bonus 3, Law bonus 2, Religious Belief Christianity 5, Population Growth bonus 2
- Construction Time: 6
- Cost: 6,400



TAGIMSAD SHRINES

SHRINE TO TAGIMSAD (LEVEL ONE)

- Happiness bonus 1, Religious Belief Pagan 1
- Construction Time: 1
- Cost: 400



SACRED GROVE OF TAGIMSAD (LEVEL TWO)

- Happiness bonus 2, Recruits Exp bonus 1, Religious Belief Pagan 2
- Construction Time: 2
- Cost: 800



SACRED CIRCLE OF TAGIMSAD (LEVEL THREE)

- Happiness bonus 3, Recruit Exp bonus 2, Religious Belief Pagan 3
- Construction Time: 3
- Cost: 1,600



TYZ SHRINES

SHRINE TO TYZ (LEVEL ONE)

- Happiness bonus 1, Religious Belief Pagan 1
- Construction Time: 1
- Cost: 400



SACRED GROVE OF TYZ (LEVEL TWO)

- Happiness bonus 2, Recruits Exp bonus 1, Religious Belief Pagan 2
- Construction Time: 2
- Cost: 800



SACRED CIRCLE OF TYZ (LEVEL THREE)

- Happiness bonus 2, Recruits Exp bonus 2, Religious Belief Pagan 3
- Construction Time: 3
- Cost: 1,600



SASSANID CULTURE BUILDINGS

In this chapter we review the buildings available to your Sassanid kingdom. The sections are arranged in the same way the buildings appear in the Tech Trees at the back of the guide. This provides a quick visual reference for each building, including notes on their functions and benefits.

GOVERNMENT BUILDINGS

GOVERNOR'S HOUSE

- Trains Peasants
- Enables construction of Level 1 buildings
- Construction Time: 1
- Cost: 400



GOVERNOR'S VILLA (LEVEL ONE)

- Trains Peasants, Diplomats
- Enables construction of Level 2 buildings
- Construction Time: 2
- Cost: 800



GOVERNOR'S PALACE (LEVEL TWO)

- Trains Peasants, Diplomats
- Enables construction of Level 3 buildings
- Happiness bonus 1 (requires Eastern Empire)
- Construction Time: 3
- Cost: 1,600



COUNCILLORS' CHAMBERS (LEVEL THREE)

- Trains Peasants, Diplomats
- Enables construction of Level 4 buildings
- Law bonus 2 (requires barbarians or Huns), Happiness bonus 1 (requires Eastern Empire)
- Construction Time: 4
- Cost: 3,200



ROYAL PALACE (LEVEL FOUR)

- Trains Peasants, Diplomats
- Enables construction of Level 5 buildings
- Law bonus 2 (requires barbarians or Huns), Happiness bonus 1 (requires Eastern Empire), Upgrade Bodyguard 1
- Construction Time: 6
- Cost: 6,400



WALLS

WOODEN PALISADE (LEVEL ONE)

- Wall Level 0, Tower Level 1
- Happiness bonus 1
- Construction Time: 1
- Cost: 400



WOODEN WALL (LEVEL TWO)

- Wall Level 1, Gate Strength 1, Tower Level 1
- Happiness bonus 1
- Construction Time: 2
- Cost: 800



SASSANID CULTURE BUILDINGS

STONE WALL (LEVEL THREE)

- Wall Level 2, Gate Strength 1, Gate Defense 1, Tower Level 1
- Happiness bonus 1, Law bonus 1
- Construction Time: 3
- Cost: 1,600



LARGE STONE WALL (LEVEL FOUR)

- Wall Level 3, Gate Strength 2, Gate Defense 2, Tower Level 1
- Happiness bonus 1, Law bonus 1
- Construction Time: 5
- Cost: 3,200



EPIC STONE WALL (LEVEL FIVE)

- Wall Level 4, Gate Strength 2, Gate Defense 2, Tower Level 2
- Happiness bonus 1, Law bonus 2
- Construction Time: 6
- Cost: 6,400



BARRACKS

BARRACKS (LEVEL ONE)

- Trains Levy Spearmen
- Construction Time: 2
- Cost: 600



MILITIA BARRACKS (LEVEL TWO)

- Trains Levy Spearmen
- Construction Time: 3
- Cost: 1,200



CITY BARRACKS (LEVEL THREE)

- Trains Levy Spearmen
- Construction Time: 4
- Cost: 2,400



ARMY BARRACKS (LEVEL FOUR)

- Trains Levy Spearmen, Sughdian Warriors
- Construction Time: 6
- Cost: 4,800



ROYAL BARRACKS (LEVEL FIVE)

- Trains Levy Spearmen, Sughdian Warriors
- Construction Time: 7
- Cost: 9,600



STABLES

STABLES (LEVEL TWO)

- Trains Camel Raiders, Nomad Archer Cavalry
- Construction Time: 3
- Cost: 1,200



CAVALRY STABLES (LEVEL THREE)

- Trains Camel Raiders, Nomad Archer Cavalry, Clibinarii
- Construction Time: 4
- Cost: 2,400



ELITE CAVALRY STABLES (LEVEL FOUR)

- Trains Camel Raiders, Nomad Archer Cavalry, Clibinarii, Armored Camel Riders, Cataphracts, Elephants, Clibinarii Immortals
- Stage Races 1 (requires Roman faction)
- Construction Time: 6
- Cost: 4,800



CIRCUS MAXIMUS (LEVEL FIVE)

- Trains Camel Raiders, Nomad Archer Cavalry, Clibinarii, Armored Camel Riders, Cataphracts, Elephants, Clibinarii Immortals
- Stage Races 2 (requires Romans)
- Construction Time: 7
- Cost: 9,600



MISSILES

PRACTICE RANGE (LEVEL TWO)

- Trains Mountain Slingers, Kurdish Javelinmen
- Construction Time: 3
- Cost: 1,200



ARCHERY RANGE (LEVEL THREE)

- Trains Mountain Slingers, Kurdish Javelinmen, Desert Archers
- Construction Time: 4
- Cost: 2,400



CATAPULT RANGE (LEVEL FOUR)

- Trains Mountain Slingers, Kurdish Javelinmen, Desert Archers, Sassanid Ballistae, Sassanid Onagers
- Construction Time: 6
- Cost: 4,800



SIEGE ENGINEER (LEVEL THREE)

- Trains Mountain Slingers, Kurdish Javelinmen, Desert Archers, Sassanid Ballistae, Sassanid Onagers, Sassanid Heavy Onagers
- Construction Time: 7
- Cost: 9,600



TRADE

TRADER (LEVEL ONE)

- Trade Base Income bonus 1, Population Growth bonus 1
- Construction Time: 2
- Cost: 600



MARKET (LEVEL TWO)

- Recruit Spies
- Trade Base Income bonus 2, Population Growth bonus 1
- Construction Time: 3
- Cost: 1,200



BAZAAR (LEVEL THREE)

- Recruit Spies, Assassins
- Trade Base Income bonus 3, Population Growth bonus 1
- Construction Time: 4
- Cost: 2,400



SASSANID CULTURE BUILDINGS

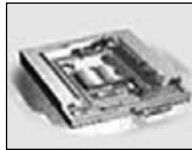
GRAND BAZAAR (LEVEL FOUR)

- *Trains Spies, Assassins*
- *Trade Base Income bonus 4, Population Growth bonus 2*
- *Construction Time: 6*
- *Cost: 4,800*



MERCHANTS' QUARTER (LEVEL FIVE)

- *Trains Spies, Assassins*
- *Trade Base Income bonus 5, Population Growth bonus 2, Happiness bonus 2*
- *Construction Time: 7*
- *Cost: 9,600*



WEAPONRY

BLACKSMITH (LEVEL TWO)

- *Simple Weapon 1, Bladed Weapon 1*
- *Construction Time: 3*
- *Cost: 1,200*



ARMORER (LEVEL THREE)

- *Simple Weapon 1, Bladed Weapon 1, Missile Weapon missile 1, Armor 1*
- *Construction Time: 4*
- *Cost: 2,400*



FOUNDRY (LEVEL FIVE)

- *Simple Weapon 2, Bladed Weapon 2, Missile Weapon 2, Armor 2*
- *Construction Time: 6*
- *Cost: 6,400*



NAVAL

PORT (LEVEL TWO)

- *Produce Naval Biremes*
- *Trade Fleet 1, Trade Base Income bonus 1*
- *Construction Time: 2*
- *Cost: 800*



SHIPWRIGHT (LEVEL THREE)

- *Produce Naval Biremes, Naval Triremes*
- *Trade Fleet 2, Trade Base Income bonus 2*
- *Construction Time: 3*
- *Cost: 1,600*



DOCKYARD (LEVEL FOUR)

- *Produce Naval Biremes, Naval Triremes*
- *Trade Fleet 3, Trade Base Income bonus 2*
- *Construction Time: 5*
- *Cost: 3,200*



HEALTH

SEWERS (LEVEL TWO)

- *Population Health bonus 1*
- *Construction Time: 2*
- *Cost: 800*



FARMING

LAND CLEARANCE (LEVEL ONE)

- *Farming Level 1*
- *Construction Time: 2*
- *Cost: 600*

COMMUNAL FARMING (LEVEL TWO)

- Farming Level 2
- Construction Time: 3
- Cost: 1,200



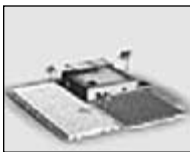
CROP ROTATION (LEVEL THREE)

- Farming Level 3
- Construction Time: 4
- Cost: 2,400



IRRIGATION (LEVEL FOUR)

- Farming Level 4
- Construction Time: 6
- Cost: 4,800



ROADS

ROADS (LEVEL ONE)

- Basic road
- Construction Time: 1
- Cost: 400



PAVED ROADS (LEVEL TWO)

- Road Level 1
- Construction Time: 3
- Cost: 1,200



ROYAL ROAD (LEVEL THREE)

- Road Level 2
- Construction Time: 4
- Cost: 2,400

MINES

MINES (LEVEL ONE)

- Mine Resource 4
- Construction Time: 2
- Cost: 2,000



MINES 1 (LEVEL TWO)

- Mine Resource 7
- Construction Time: 3
- Cost: 3,500



ACADEMIES

ACADEMY (LEVEL THREE)

- Religious Belief Zoroastrian 1
(requires Sassanids), Law bonus 1
- Construction Time: 3
- Cost: 1,600



SCRIPTORIUM (LEVEL FOUR)

- Religious Belief Zoroastrian 2
(requires Sassanids), Law bonus 2
- Construction Time: 5
- Cost: 3,200



GREAT SCHOOL (LEVEL FIVE)

- Religious Belief Zoroastrian 3 (requires Sassanids), Law bonus 3
- Construction Time: 6
- Cost: 6,400

LAW ENFORCEMENT

EXECUTION SQUARE (LEVEL THREE)

- Law bonus 2
- Construction Time: 3
- Cost: 1,600



SASSANID CULTURE BUILDINGS

SECRET POLICE HQ (LEVEL FOUR)

- Law bonus 3
- Construction Time: 5
- Cost: 3,200



SECRET POLICE NETWORK (LEVEL FIVE)

- Law bonus 4
- Construction Time: 6
- Cost: 6,400



TRADE

TRADE CARAVAN (LEVEL THREE)

- Trade Base Income bonus 2
- Construction Time: 3
- Cost: 1,600



SPICE ROAD (LEVEL FOUR)

- Trade Base Income bonus 3
- Construction Time: 5
- Cost: 3,200



SILK ROAD (LEVEL FIVE)

- Trade Base Income bonus 4
- Construction Time: 6
- Cost: 6,400



ZOROASTRIAN BUILDINGS AND SHRINES

ZOROASTRIAN SHRINE (LEVEL ONE)

- Law bonus 1, Religious Belief Zoroastrian 1
- Construction Time: 1
- Cost: 400



ZOROASTRIAN TEMPLE (LEVEL TWO)

- Law bonus 2, Religious Belief Zoroastrian 2
- Construction Time: 2
- Cost: 800



ZOROASTRIAN LARGE TEMPLE (LEVEL THREE)

- Happiness bonus 1, Law bonus 3, Religious Belief Zoroastrian 3
- Construction Time: 3
- Cost: 1,600



ZOROASTRIAN AWESOME TEMPLE (LEVEL FOUR)

- Happiness bonus 2, Law bonus 4, Religious Belief Zoroastrian 4
- Construction Time: 5
- Cost: 3,200



ZOROASTRIAN TEMPLE COMPLEX (LEVEL FIVE)

- Happiness bonus 2, Law bonus 5, Religious Belief Zoroastrian 5
- Construction Time: 6
- Cost: 6,400



EUROPEAN BARBARIAN CULTURE TECH TREES

NOTE

A NUMBER VALUE LISTED WITH A FACTION NAME IN THE BARBARIANS TRAINED COLUMN INDICATES THAT THE UNIT IS TRAINED TO A HIGHER LEVEL OF EXPERIENCE.

GOVERNMENT

City Level	Building	Factions	Barbarians Trained	Game Effects	Construction Time	Cost
0	Warrior's Hold	All	Peasant	None	1	400
1	Warlord's Hold	All	Peasant, Diplomat	None	2	800
2	High King's Hall	All	Peasant, Diplomat	None	3	1,600
3	Great Hall	All	Peasant, Diplomat	Law bonus 2	4	3,200
4	Castrum	All	Peasant, Diplomat	Law bonus 2	6	6,400

WALLS

City Level	Building	Factions	Barbarians Trained	Game Effects	Construction Time	Cost
1	Wooden Palisade	N/A	N/A	Tower Level 1, Happiness bonus 1	1	400
2	Stockade	N/A	N/A	Wooden gate, Towers, Happiness bonus 1	2	800
3	Stone Wall	N/A	N/A	Tower Level 1, Gate defenses 1, Gate Strength 1, Happiness bonus 1, Law bonus 1	3	1,600
4	Large Stone Wall	N/A	N/A	Tower Level 1, Gate defenses 2, Gate strength 2, Happiness bonus 1, Law bonus 1	5	3,200
5	Epic Stone Wall	N/A	N/A	Tower Level 2, Gate defenses 2, Gate strength 2, Happiness bonus 1, Law bonus 2	6	6,400

BARRACKS

City Level	Building	Factions	Barbarians Trained	Game Effects	Construction Time	Cost
1	Muster Field	All	Spear Warband: Alemanni, Lombardi, Burgundii; Spearmen: Celts; Levy Spearmen: Franks, Saxons	None	2	600
2	Meeting Hall	All	Spear Warband: Alemanni (1), Lombardi, Burgundii; Spearmen: Celt (1), Frank (1), Saxon (1); Keel: Saxon	None	3	1,200
3	Hall of Heroes	All	Spear Warband: Alemanni (2), Lombardi, Burgundii; Spearmen: Celt (1); Gallowglass: Celt; Levy Spearmen: Franks (1), Saxons (1); Axe Heerbann: Franks; Sword Heerbann: Franks; Keel: Saxons	None	4	2,400
4	Hundredmen Hall	All	Spear Warband: Alemanni (2), Lombardi, Burgundii; Chosen Axemen: Alemanni, Lombardi, Burgundii, Saxons; Spearmen: Celts (1); Gallowglass: Celts (1), Levy Spearmen: Franks (1), Axe Heerbann: Franks; Sword Heerbann: Franks; Francisca Heerban: Franks; Levy Spearmen: Saxons (1); Keel: Saxons; Hearth Troops: Saxons	None	6	4,800
5	Palatine Barracks	All	Chosen Axemen: Alemanni (1), Lombardi, Burgundii, Saxons; Spear Warband: Alemanni (2), Lombardi, Burgundii; Golden Band: Alemanni, Lombardi, Burgundii; Levy Spearmen: Franks (1), Saxons (1); Axe Heerbann: Franks (1); Sword Heerbann: Franks; Francisca Heerban: Franks; Keels: Saxon; Hearth Troops: Saxons (1)	None	7	9,600

EUROPEAN BARBARIAN CULTURE TECH TREES

STABLES

City Level	Building	Factions	Barbarians Trained	Game Effects	Construction Time	Cost
2	Stables	All	Warhounds: Alemanni, Lombardi, Burgundii; Cavalry: Alemanni, Lombardi, Burgundii; Wolfhounds: Celts; Scotti Chariots: Celts; Raiders: Franks; Sea Raiders: Saxons	None	3	1,200
3	Warlord's Stables	All	Warhounds: Alemanni, Lombardi, Burgundii; Lancers: Alemanni, Lombardi, Burgundii; Cavalry: Alemanni, Lombardi, Burgundii; Noble Cavalry: Alemanni, Lombardi, Burgundii; Wolfhounds: Celts; Scotti Chariots: Celts; Noble Clansmen: Celts; Raiders: Franks; Sea Raiders: Saxons	None	4	2,400
4	Royal Stables	All	Warhounds: Alemanni, Lombardi, Burgundii; Lancers: Alemanni, Lombardi, Burgundii (1); Cavalry: Alemanni (1), Lombardi, Burgundii; Noble Cavalry: Alemanni, Lombardi, Burgundii; Wolfhounds: Celts; Scotti Chariots: Celts; Noble Clansmen: Celts; Raiders: Franks (1); Mounted Nobles: Saxons; Sea Raiders: Saxons (1)	None	6	4,800
5	Great King's Stables	All	Warhounds: Alemanni, Lombardi, Burgundii; Lancers: Alemanni, Lombardi, Burgundii (1); Cavalry: Alemanni (1), Lombardi, Burgundii; Noble Cavalry: Alemanni, Lombardi, Burgundii; Chosen Warlord: Alemanni, Lombardi, Burgundii; Wolfhounds: Celts; Scotti Chariots: Celts; Noble Clansmen: Celts; Noble Warriors: Franks; Raiders: Franks (1); Paladin Bodyguard: Franks; Mounted Nobles: Saxons; Warlord: Saxons; Sea Raiders: Saxons (1)	None	7	9,600

MISSILES

City Level	Building	Factions	Barbarians Trained	Game Effects	Construction Time	Cost
2	Practice Range	All	Archers: Alemanni, Lombardi, Burgundii; Slingsers: Celts; Hunters: Saxons, Franks; Kerns: Celts	None	3	1,200
3	Archery Range	All	Chosen Archers: Alemanni, Lombardi, Burgundii; Archers: Alemanni, Lombardi (1), Burgundii; Slingsers: Celts; Kerns: Celts (1)	None	4	2,400
4	Catapult Range	Franks, Alemanni, Lombardi, Burgundii	Chosen Archers: Alemanni, Lombardi, Burgundii; Archers: Alemanni, Lombardi (1), Burgundii; Onagers: Alemanni, Lombardi, Burgundii; Slingsers: Celts (1); Crossbowmen: Celts (1); Kerns: Celts (1); Ballistae: Franks; Hunters: Saxons (1), Franks	None	6	4,800
5	Siege Engineer	Franks, Alemanni, Lombardi, Burgundii	Archers: Alemanni, Lombardi (1), Burgundii; Chosen Archers: Alemanni, Lombardi, Burgundii; Onagers: Alemanni (1), Lombardi, Burgundii; Slingsers: Celts (1); Kerns: Celts (1); Crossbowmen: Celts (1); Ballistae: Franks; Onagers: Franks; Hunters: Saxons (1), Franks	None	7	9,600

TRADE

City Level	Building	Factions	Barbarians Trained	Game Effects	Construction Time	Cost
1	Trader	All	N/A	Trade Base Income bonus 1, Population Growth bonus 1	2	600
2	Market	All	Spy	Trade Base Income bonus 2, Population Growth bonus 1	3	1,200
3	Great Market	All	Spy, Assassin	Trade Base Income bonus 3, Population Growth bonus 1	4	2,400
4	Guildhall	All	Spy, Assassin	Trade Base Income bonus 4, Population Growth bonus 2	6	4,800

WEAPONRY

City Level	Building	Factions	Barbarians Trained	Game Effects	Construction Time	Cost
2	Blacksmith	All	N/A	Handheld Weapon bonus 1	3	1,200
3	Weaponsmith	All	N/A	Handheld Weapon bonus 1, Missile Weapon bonus 1, Armor bonus 1	4	2,400
5	Foundry	All	N/A	Handheld Weapon bonus 2, Missile Weapon bonus 2, Armor bonus 2, Bladed bonus 2	6	6,400

NAVAL

City Level	Building	Factions	Barbarians Trained	Game Effects	Construction Time	Cost
2	Port	All	Naval boats	Trade Fleet bonus 1, Trade Base Income bonus 1	2	800
3	Shipwright	Saxons	Boats, large boats	Trade Fleet bonus 2, Trade Base Income bonus 2	3	1,600
4	Dockyard	Saxons	Boats, large boats	Trade Fleet 3; Trade Base Income bonus 2	5	3,200

HEALTH

City Level	Building	Factions	Barbarians Trained	Game Effects	Construction Time	Cost
2	Cesspit	All	N/A	Population Health bonus 1	2	800
3	Cesspool	All	N/A	Population Health bonus 1 (requires factions); Growth bonus 1	3	1,600
4	Open Sewer	All	N/A	Population Health bonus 2	5	3,200
5	Large Open Sewer	All	N/A	Population Health bonus 3	6	6,400

FARMING

City Level	Building	Factions	Barbarians Trained	Game Effects	Construction Time	Cost
1	Land Clearance	All	N/A	Farming Level 1	2	600
2	Communal Farming	All	N/A	Farming Level 2	3	1,200
3	Crop Rotation	All	N/A	Farming Level 3	4	2,400
4	Large Feudal Estate	Franks	N/A	Farming Level 4	6	4,800
5	Huge Feudal Estate	Franks	N/A	Farming Level 5	7	9,600

ROADS

City Level	Building	Factions	Barbarians Trained	Game Effects	Construction Time	Cost
1	Roads	All	N/A	Road Level 0	1	400
2	Paved Roads	Franks	N/A	Road Level 1	3	1,200

MINES

City Level	Building	Factions	Barbarians Trained	Game Effects	Construction Time	Cost
1	Mines	All	N/A	Mine resource 4	2	2,000
2	Mines+1	All	N/A	Mine resource 7	3	3,500

EUROPEAN BARBARIAN CULTURE TECH TREES

RELIGIOUS BUILDINGS

City Level	Building	Factions	Barbarians Trained	Game Effects	Construction Time	Cost
3	Hermitage	Franks	Roman Priest: Franks	Happiness bonus 1	3	1,600
4	Monastery	Franks	Roman Priest 1: Franks; Paladins: Franks	Happiness bonus 2	5	3,200
5	Abbey	Franks	Roman Priest 2: Franks; Paladins 1: Franks	Happiness bonus 3	6	6,400

DRINK

City Level	Building	Factions	Barbarians Trained	Game Effects	Construction Time	Cost
2	Tavern	All	N/A	Happiness bonus 1	2	800
3	Bardic Circle	All	Night Raiders: Alemanni, Lombardi, Burgundii	Happiness bonus 2, 2 Religious Belief Pagan bonus	3	1,600

DONAR SHRINES

City Level	Building	Factions	Barbarians Trained	Game Effects	Construction Time	Cost
1	Shrine to Donar	Saxons, Alemanni, Lombardi, Burgundii, Franks	Lombard Berserkers: Alemanni, Lombardi, Burgundii	Happiness bonus 1, Religious Belief Pagan	1	400
2	Sacred Grove of Donar	Saxons, Alemanni, Lombardi, Burgundii, Franks	Lombard Berserkers: Alemanni, Lombardi, Burgundii	Happiness bonus 1, 2 Recruits Morale bonus 1, Religious Belief Pagan	2	800
3	Sacred Circle of Donar	Saxons, Alemanni, Lombardi, Burgundii, Franks	Lombard Berserkers: Alemanni, Lombardi, Burgundii	Happiness bonus 2, Recruits Morale bonus 2, Religious Belief Pagan 3	3	1,600

GOIBHNIU SHRINES

City Level	Building	Factions	Barbarians Trained	Game Effects	Construction Time	Cost
1	Shrine to Goibhniu	Celts	Hounds of Culann Celts	Happiness bonus 1, Recruits Exp bonus 1, Religious Belief Pagan 1	1	400
2	Sacred Grove of Goibhniu	Celts	Hounds of Culann Celts	Happiness bonus 1, Simple Weapon bonus 1, Recruits Exp bonus 1, Religious Belief Pagan 2	2	800
3	Sacred Circle of Goibhniu	Celts	Hounds of Culann Celts	Happiness bonus 2, Simple Weapon bonus 1, Recruits Exp bonus 2, Religious Belief Pagan 3	3	1,600

FRIGG SHRINES

City Level	Building	Factions	Barbarians Trained	Game Effects	Construction Time	Cost
1	Shrine to Frigg	Alemanni, Lombardi, Burgundii	N/A	Happiness bonus 1, Farming Level bonus 1, Religious Belief Pagan 1	1	400
2	Sacred Grove of Frigg	Alemanni, Lombardi, Burgundii	N/A	Happiness bonus 2, Farming Level bonus 2, Religious Belief Pagan 2	2	800
3	Sacred Circle of Frigg	Alemanni, Lombardi, Burgundii	N/A	Happiness bonus 3, Farming Level bonus 3, Religious Belief Pagan 3	3	1,600

COCIDIUS SHRINES

City Level	Building	Factions	Barbarians Trained	Game Effects	Construction Time	Cost
1	Shrine to Cocidius	Celts	N/A	Happiness bonus 1, Missile Weapon bonus 1, Religious Belief Pagan 1	1	400
2	Sacred Grove of Cocidius	Celts	Druids: Celts	Happiness bonus 2, Missile Weapon bonus 2, Religious Belief Pagan 2	2	800
3	Sacred Circle of Cocidius	Celts	Druids: Celts	Happiness bonus 3, Missile Weapon bonus 3, Religious Belief Pagan 3	3	1,600

ULL SHRINES

City Level	Building	Factions	Barbarians Trained	Game Effects	Construction Time	Cost
1	Shrine to Ull	Saxons	N/A	Happiness bonus 1, Missile Weapon bonus 1, Religious Belief Pagan 2	1	400
2	Sacred Grove of Ull	Saxons	N/A	Happiness bonus 2, Missile Weapon bonus 2, Religious Belief Pagan 3	2	800
3	Sacred Circle of Ull	Saxons	N/A	Happiness bonus 3, Missile Weapon bonus 3, Religious Belief Pagan 4	3	1,600

CHRISTIAN SHRINES & BUILDINGS

City Level	Building	Factions	Barbarians Trained	Game Effects	Construction Time	Cost
1	Christian Shrine	Franks, Alemanni, Lombardi, Burgundii, Celts	N/A	Happiness bonus 1, Religious Belief Christianity 1	1	400
2	Christian Chapel	Franks, Alemanni, Lombardi, Burgundii, Celts	N/A	Happiness bonus 2, Religious Belief Christianity 2, Population Growth bonus	2	800
3	Christian Church	Franks, Alemanni, Lombardi, Burgundii, Celts	N/A	Happiness bonus 3, Religious Belief Christianity 3, Population Growth bonus	3	1,600
4	Christian Cathedral	Franks, Alemanni, Lombardi, Burgundii, Celts	N/A	Law bonus 1, Happiness bonus 3, Religious Belief Christianity 4, Population Growth bonus	5	3,200
5	Christian Basilica	Franks, Alemanni, Lombardi, Burgundii, Celts	N/A	Happiness bonus 3, Law bonus 2, Religious Belief Christianity 5, Population Growth bonus 2	6	6,400

MORRIGAN SHRINES

City Level	Building	Factions	Barbarians Trained	Game Effects	Construction Time	Cost
1	Shrine to the Morrigan	Celts	N/A	Happiness bonus 1, Religious Belief Pagan 1	1	400
2	Sacred Grove of the Morrigan	Celts	N/A	Happiness bonus 2, Recruits Exp bonus 1, Religious Belief Pagan 2	2	800
3	Sacred Circle of the Morrigan	Celts	N/A	Happiness bonus 2, Recruit Exp bonus 2, Religious Belief Pagan 3	3	1,600

WOTAN SHRINES

City Level	Building	Factions	Barbarians Trained	Game Effects	Construction Time	Cost
1	Shrine to Wotan	Alemanni, Lombardi, Burgundii, Saxons, Franks	N/A	Recruits Exp bonus 1, Religious Belief Pagan 1	1	400
2	Sacred Grove of Wotan	Alemanni, Lombardi, Burgundii, Saxons, Franks	N/A	Recruits Exp bonus 2, Religious Belief Pagan 2	2	800
3	Sacred Circle of Wotan	Alemanni, Lombardi, Burgundii, Saxons, Franks	N/A	Happiness bonus 1, Recruits Exp bonus 3, Religious Belief Pagan 3	3	1,600

HUN CULTURE TECH TREES

HUN CULTURE TECH TREES

GOVERNMENT

City Level	Building	Hun Trained	Other Effects	Construction Time	Cost
0	Chieftain's Hold	Herdsmen	None	1	400
1	Warlord's Hold	Herdsmen, Diplomat	None	2	800
2	High King's Hall	Herdsmen, Diplomat	Happiness bonus 1 (requires Eastern Empire factions)	3	1,600
3	Great Hall	Hun, Diplomat	Law bonus 2 (requires Barbarian factions), Law bonus 2 (requires Hun factions), Happiness bonus 1 (requires Eastern Empire factions)	4	3,200
4	Royal Palace	Hun, Diplomat	Upgrade Bodyguard 1, Law bonus 2 (requires Barbarian and Hun factions), Happiness bonus 1 (requires Eastern Empire factions)	6	6,400

WALLS

City Level	Building	Hun Trained	Other Effects	Construction Time	Cost
1	Wooden Palisade	N/A	Wall Level 0, Tower Level 1, Happiness bonus 1	1	400
2	Wooden Wall	N/A	Wall Level 1, Gate Strength 1, Tower Level 1, Happiness bonus 1	2	800
3	Stone Wall	N/A	Wall Level 2, Tower Level 1, Gate Defenses 1, Gate Strength 1, Happiness bonus 1, Law bonus 1	3	1,600

BARRACKS

City Level	Building	Hun Trained	Other Effects	Construction Time	Cost
1	Muster Field	Steppe Spearman Hun, Runaway Slave Spearman	None	2	600
2	Meeting Hall	Steppe Spearman Hun 1, Runaway Slave Spearman	None	3	1,200
3	Hall of Heroes	Steppe Spearman Hun 1, Runaway Slave Spearman, Steppe Swordsmen Hun	None	4	2,400
4	Army Barracks	Steppe Spearman Hun 1, Runaway Slave Spearman, Steppe Swordsmen Hun, Steppe Heavy Spearman Hun	None	6	4,800
5	Royal Barracks	Steppe Spearman Hun 1, Runaway Slave Spearman, Steppe Swordsmen Hun, Steppe Heavy Spearman Hun	None	7	9,600

STABLES

City Level	Building	Hun Trained	Other Effects	Construction Time	Cost
2	Stables	Tribal Cavalry	None	3	1,200
3	Warlord's Stables	Tribal Cavalry, Hunnic Lancers	None	4	2,400
4	Royal Stables	Tribal Cavalry, Hun Lancers, Hunnic Heavy Cavalry	Stage Races 1 (requires Roman factions)	6	4,800
5	Great King's Stables	Tribal Cavalry, Hun Lancers, Hunnic Heavy Cavalry, Hunnic Elite Warriors, Hunnic Warlords	Stage Races 2 (requires Roman factions)	7	9,600

MISSILES

City Level	Building	Hun Trained	Other Effects	Construction Time	Cost
2	Practice Range	Hunnic Archers	None	3	1,200
3	Archery Range	Hunnic Archers	None 1	4	2,400

TRADE

City Level	Building	Hun Trained	Other Effects	Construction Time	Cost
1	Trader	N/A	Trade Base Income bonus 1, Population Growth bonus 1	2	600
2	Market	Spy	Trade Base Income bonus 2, Population Growth bonus 1	3	1,200
3	Bazaar	Spy, Assassin	Trade Base Income bonus 3, Population Growth bonus 1	4	2,400
4	Grand Bazaar	Spy, Assassin	Trade Base Income bonus 4, Population Growth bonus 2	6	4,800

WEAPONRY

City Level	Building	Hun Trained	Other Effects	Construction Time	Cost
2	Blacksmith	N/A	Simple Weapon 1, Bladed Weapon 1	3	1,200
3	Weaponsmith	N/A	Simple Weapon 1, Bladed Weapon 1, Missile Weapon 1, Armor 1	4	2,400
5	Swordsmith	N/A	Simple Weapon 2, Bladed Weapon 2, Missile Weapon 2, Armor 2	6	6,400

FARMING

City Level	Building	Hun Trained	Other Effects	Construction Time	Cost
1	Land Clearance	N/A	Farming Level 1	2	600
2	Communal Farming	N/A	Farming Level 2	3	1,200

ROADS

City Level	Building	Hun Trained	Other Effects	Construction Time	Cost
1	Roads	N/A	Road Level 0	1	400

MINES

City Level	Building	Hun Trained	Other Effects	Construction Time	Cost
1	Mines	N/A	Mine Resource 4	2	2,000

DRINK

City Level	Building	Hun Trained	Other Effects	Construction Time	Cost
2	Tavern	N/A	Happiness bonus 1	2	800

CHINGLU SHRINES

City Level	Building	Hun Trained	Other Effects	Construction Time	Cost
1	Shrine to Chinglu	N/A	Happiness bonus 1, Recruits Exp bonus 1, Religious Belief Pagan 1	1	400
2	Sacred Grove of Chinglu	N/A	Happiness bonus 1, Simple Weapon bonus 1, Recruits Exp bonus 1, Religious Belief Pagan 2	2	800
3	Sacred Circle of Chinglu	N/A	Happiness bonus 2, Simple Weapon bonus 1, Recruits Exp bonus 2, Religious Belief Pagan 3	3	1,600

ROMAN CULTURE TECH TREES

RAGREHS SHRINES

City Level	Building	Hun Trained	Other Effects	Construction Time	Cost
1	Shrine of Ragrehs	N/A	Happiness bonus 1, Recruits Exp bonus 1, Religious Belief Pagan 1	1	400
2	Sacred Grove of Ragrehs	N/A	Happiness bonus 1, Recruits Exp bonus 2, Religious Belief Pagan 2	2	800
3	Sacred Circle of Ragrehs	N/A	Happiness bonus 2, Recruits Exp bonus 3, Religious Belief Pagan 3	3	1,600

ROMAN CULTURE TECH TREES

NOTE

ANY UNIT WITH A NUMERICAL SUFFIX AFTER ITS NAME INDICATES THE UNIT IS TRAINED TO A HIGHER LEVEL OF EXPERIENCE.

GOVERNMENT

City Level	Status	Building	Roman Trained	Other Effects	Construction Time	Cost
0	Core	Governor's House	Peasants: Western Empire/Rebels, Eastern Empire/Rebels, Romano-British, Sassanid	None	1	400
1	Core	Governor's Villa	Peasants: Western Empire/Rebels, Eastern Empire/Rebels, Romano-British, Sassanid, Diplomat	None	2	800
2	Core	Governor's Palace	Peasants: Western Empire/Rebels, Eastern Empire/Rebels, Romano-British, Sassanid, Diplomat	Happiness bonus 1 (requires Eastern Empire factions)	3	1,600
3	Core	Pro-Consul's Palace	Peasants: Western Empire/Rebels, Eastern Empire/Rebels, Romano-British, Sassanid, Diplomat	Law bonus 2 (requires Barbarian factions), Law bonus 2 (requires Hun factions), Happiness bonus 1 (requires Eastern Empire factions)	4	3,200
4	Core	Imperial Palace	Peasants: Western Empire/Rebels, Eastern Empire/Rebels, Romano-British, Sassanid, Diplomat	Upgrade Bodyguard 1, Law bonus 2 (requires Barbarian factions), Law bonus 2 (requires Hun factions), Happiness bonus 1 (requires Eastern Empire factions)	6	6,400

WALLS

City Level	Status	Building	Roman Trained	Other Effects	Construction Time	Cost
1	Building	Wooden Palisade	All	Wall Level 0, Tower Level 1, Happiness bonus 1	1	400
2	Building	Wooden Wall	All	Wall Level 1, Gate Strength 1, Tower Level 1, Happiness bonus 1	2	800
3	Building	Stone Wall	All	Wall Level 2, Tower Level 1, Gate Defenses 1, Gate Strength 1, Happiness bonus 1, Law bonus 1	3	1,600
4	Building	Large Stone Wall	All	Wall Level 3, Tower Level 1, Gate Defenses 2, Gate Strength 2, Happiness bonus 1, Law bonus 1	5	3,200
5	Building	Epic Stone Wall	All	Wall Level 4, Tower Level 2, Gate Defenses 2, Gate Strength 2, Happiness bonus 1, Law bonus 2	6	6,400

BARRACKS

City Level	Status	Building	Roman Trained	Other Effects	Construction Time	Cost
1	Building	Barracks	Coastal Levies: Romano-British, Limitanei, Eastern Empire/Rebels, Western Empire/Rebels	None	2	600
2	Building	Militia Barracks	Coastal Levies: Romano-British; Limitanei (1): Eastern Empire/Rebels, Western Empire/Rebels; Legio Lanciarii: Eastern Empire/Rebels; Foederati Infantry: Western Empire/Rebels, Romano-British	None	3	1,200
3	Building	Legion Barracks	Limitanei (1): Eastern Empire/Rebels, Western Empire/Rebels; Legio Lanciarii: Eastern Empire/Rebels; Coastal Levies (1): Romano-British; Comitatenses: Eastern Empire/Rebels, Western Empire/Rebels; Foederati Infantry: Western Empire/Rebels, Romano-British; British Legionaries: Romano-British	None	4	2,400
4	Building	Army Barracks	Limitanei (1): Eastern Empire/Rebels, Western Empire/Rebels; Legio Lanciarii: Eastern Empire/Rebels; Coastal Levies 1: Romano-British; Comitatenses: Eastern Empire/Rebels, Western Empire/Rebels; Foederati Infantry: Western Empire/Rebels, Roman-British; British Legionaries (1): Romano-British; Auxilia Palatinii: Western Empire/Rebels; Plumbatarii: Eastern Empire/Rebels, Western Empire/Rebels; Praeventores: Western Empire/Rebels	None	6	4,800
5	Building	Urban Barracks	Limitanei (1): Eastern Empire/Rebels, Western Empire/Rebels; Legio Lanciarii: Eastern Empire/Rebels; Coastal Levies (1): Romano-British; Comitatenses: Eastern Empire/Rebels, Western Empire/Rebels; Foederati Infantry: Western Empire/Rebels, Romano-British; British Legionaries (1): Romano-British; Comitatenses First Cohort: Eastern Empire/Rebels, Western Empire/Rebels; Auxilia Palatinii: Western Empire/Rebels; Plumbatarii: Eastern Empire/Rebels, Western Empire/Rebels; Praeventores: Western Empire/Rebels	None	7	9,600

STABLE

City Level	Status	Building	Roman Trained	Other Effects	Construction Time	Cost
2	Building	Stables	Equites Auxilia: Eastern Empire/Rebels; Foederati Cavalry: Western Empire/Rebels; Sarmatian Auxilia: Romano-British	None	3	1,200
3	Building	Cavalry Stables	Equites Auxilia (1): Eastern Empire/Rebels; Sarmatian Auxilia: Western Empire/Rebels; Sarmatian Auxilia (1): Romano-British; Foederati Cavalry: Western Empire/Rebels; Dromedarii: Eastern Empire/Rebels	None	4	2,400
4	Building	Hippodrome	Equites Auxilia (1): Eastern Empire/Rebels; Sarmatian Auxilia: Western Empire/Rebels; Sarmatian Auxilia (2): Romano-British; Foederati Cavalry: Western Empire/Rebels; Dromedarii: Eastern Empire/Rebels; Hippo Toxotai: Eastern Empire/Rebels; Equites Sagittarii: Western Empire/Rebels	Stage Races 1 (requires Roman factions)	6	4,800
5	Building	Circus Maximus	Equites Auxilia (1): Eastern Empire/Rebels; Sarmatian Auxilia: Western Empire/Rebels, Romano-British; Foederati Cavalry: Western Empire/Rebels; Dromedarii: Eastern Empire/Rebels; Hippo Toxotai: Eastern Empire/Rebels; Equites Sagittarii: Western Empire/Rebels; Equites Clibinarii: Eastern Empire/Rebels; Equites Catafractarii: Eastern Empire/Rebels; Scholae Palatinae: Eastern Empire/Rebels, Western Empire/Rebels; Graal Knights: Romano-British; Romano-British Warlords: Romano-British; Imperial Household Bodyguard: Eastern Empire/Rebels; Imperial German Bodyguard: Western Empire/Rebels	Stage Races 2 (requires Roman factions)	7	9,600

ROMAN CULTURE TECH TREES

MISSILES

City Level	Status	Building	Roman Trained	Other Effects	Construction Time	Cost
2	Building	Practice Range	Archer: Western Empire/Rebels, Eastern Empire/Rebels, Romano-British	None	3	1,200
3	Building	Archery Range	Western Archer (1): Western Empire/Rebels, Eastern Empire/Rebels, Romano-British; Eastern Archer: Eastern Empire/Rebels	None	4	2,400
4	Building	Catapult Range	Archer (1): Western Empire/Rebels, Eastern Empire/Rebels, Romano-British; Bucellarii: Western Empire/Rebels; Eastern Archer: Eastern Empire/Rebels; Roman Onagers: Western Empire/Rebels, Eastern Empire/Rebels; Roman Ballistae: Western Empire/Rebels, Eastern Empire/Rebels; Roman Scorpion: Western Empire/Rebels, Eastern Empire/Rebels	None	6	4,800
5	Building	Siege Engineer	Archer (1): Western Empire/Rebels, Eastern Empire/Rebels, Romano-British; Bucellarii (1): Western Empire/Rebels; Eastern Archer (1): Eastern Empire/Rebels; Roman Onagers: Western Empire/Rebels, Eastern Empire/Rebels; Roman Ballistae: Western Empire/Rebels, Eastern Empire/Rebels; Roman Heavy Onager: Western Empire/Rebels, Eastern Empire/Rebels; Roman Repeating Ballistae: Western Empire/Rebels, Eastern Empire/Rebels; Carriage Ballistae: Western Empire/Rebels, Eastern Empire/Rebels; Roman Scorpion: Western Empire/Rebels, Eastern Empire/Rebels	None	7	9,600

TRADE

City Level	Status	Building	Roman Trained	Other Effects	Construction Time	Cost
1	Building	Trader	N/A	Trade Base Income bonus 1, Population Growth bonus 1	2	600
2	Building	Market	Spy	Trade Base Income bonus 2, Population Growth bonus 1	3	1,200
3	Building	Forum	Spy, Assassin	Trade Base Income bonus 3, Population Growth bonus 1	4	2,400
4	Building	Great Forum	Spy, Assassin	Trade Base Income bonus 4, Population Growth bonus 2	6	4,800
5	Building	Curia	Spy, Assassin	Trade Base Income bonus 5, Population Growth bonus 2, Happiness bonus 2	7	9,600

WEAPONRY

City Level	Status	Building	Roman Trained	Other Effects	Construction Time	Cost
2	Building	Blacksmith	N/A	Simple Weapon 1, Bladed Weapon 1	3	1,200
3	Building	Armorer	N/A	Simple Weapon 1, Bladed Weapon 1, Missile Weapon 1, Armor 1	4	2,400
5	Building	Foundry	N/A	Simple Weapon 2, Bladed Weapon 2, Missile Weapon 2, Armor 2	6	6,400

NAVAL

City Level	Status	Building	Roman Trained	Other Effects	Construction Time	Cost
2	Building	Port	Naval Biremes	Trade Fleet 1, Trade Base Income bonus 1	2	800
3	Building	Shipwright	Naval Biremes, Naval Triremes	Trade Fleet 2, Trade Base Income bonus 2	3	1,600
4	Building	Dockyard	Naval Biremes, Naval Triremes, Naval Quinquiremes	Trade Fleet 3, Trade Base Income bonus 2	5	3,200

HEALTH

City Level	Status	Building	Roman Trained	Other Effects	Construction Time	Cost
2	Building	Sewers	N/A	Population Health bonus 1	2	800
3	Building	Public Baths	N/A	Population Health bonus 2 (requires Roman factions)	3	1,600
4	Building	Aqueduct	N/A	Population Health bonus 3 (requires Roman factions)	5	3,200
5	Building	City Plumbing	N/A	Population Health bonus 4 (requires Roman factions)	6	6,400

FARMING

City Level	Status	Building	Roman Trained	Other Effects	Construction Time	Cost
1	Building	Land Clearance	N/A	Farming Level 1	2	600
2	Building	Communal Farming	N/A	Farming Level 2	3	1,200
3	Building	Crop Rotation	N/A	Farming Level 3	4	2,400
4	Building	Irrigation	N/A	Farming Level 4	6	4,800
5	Building	Great Estate	N/A	Farming Level 5	7	9,600

ROADS

City Level	Status	Building	Roman Trained	Other Effects	Construction Time	Cost
1	Building	Roads	N/A	Road Level 0	1	400
2	Building	Paved Roads	N/A	Road Level 1	3	1,200
3	Building	Highways	N/A	Road Level 2	4	2,400

MINES

City Level	Status	Building	Roman Trained	Other Effects	Construction Time	Cost
1	Building	Mines	N/A	Mine Resource 4	2	2,000
2	Building	Mines+1	N/A	Mine Resource 7	3	3,500
3	Building	Academy	N/A	Law bonus 1	3	1,600
4	Building	Scriptorium	N/A	Law bonus 2	5	3,200
5	Building	Ludus Magna	N/A	Law bonus 3	6	6,400

RELIGIOUS BUILDINGS

City Level	Status	Building	Roman Trained	Other Effects	Construction Time	Cost
3	Building	Hermitage	Monks: Romano-British; Roman Priest: Western Empire/Rebels; Orthodox Priest: Eastern Empire/Rebels	Happiness bonus 1	3	1,600
4	Building	Monastery	Monks: Romano-British (1); Roman Priest (1): Western Empire/Rebels; Orthodox Priest (1): Eastern Empire/Rebels	Happiness bonus 2	5	3,200
5	Building	Abbey	Monks (2): Romano-British; Roman Priest (2): Western Empire/Rebels; Orthodox Priest (2): Eastern Empire/Rebels	Happiness bonus 3	6	6,400

ROMAN CULTURE TECH TREES

ENTERTAINMENT

City Level	Status	Building	Roman Trained	Other Effects	Construction Time	Cost
3	Building	Arena	N/A	Stage Games 1 (requires Roman factions), Happiness bonus 1	3	1,600
4	Building	Amphitheater	N/A	Stage Games 2 (requires Roman factions), Happiness bonus 2	5	3,200
5	Building	Coliseum	N/A	Stage Games 3 (requires Roman factions), Happiness bonus 3	6	6,400

SOL SHRINES

City Level	Status	Building	Roman Trained	Other Effects	Construction Time	Cost
1	Building	Shrine to Sol Invictus	N/A	Law bonus 1, Religious Belief Pagan 1	1	400
2	Building	Temple of Sol Invictus	N/A	Law bonus 2, Religious Belief Pagan 2	2	800
3	Building	Large Temple of Sol Invictus	N/A	Happiness bonus 1, Law bonus 3, Religious Belief Pagan 3	3	1,600
4	Building	Awesome Temple of Sol Invictus	N/A	Happiness bonus 2, Law bonus 4, Religious Belief Pagan 4	5	3,200

MITHRAS SHRINES

City Level	Status	Building	Roman Trained	Other Effects	Construction Time	Cost
1	Building	Shrine to Mithras	N/A	Happiness bonus 1, Law bonus 1, Religious Belief Pagan 1, Recruits Exp bonus 1	1	400
2	Building	Temple of Mithras	N/A	Happiness bonus 1, Law bonus 1, Religious Belief Pagan 2, Recruits Exp bonus 1	2	800
3	Building	Large Temple of Mithras	N/A	Happiness bonus 1, Law bonus 2, Religious Belief Pagan 3, Recruits Exp bonus 1	3	1,600
4	Building	Awesome Temple of Mithras	N/A	Happiness bonus 2, Law bonus 2, Religious Belief Pagan 4, Recruits Exp bonus 2	5	3,200

CHRISTIAN BUILDINGS

City Level	Status	Building	Roman Trained	Other Effects	Construction Time	Cost
1	Building	Christian Shrine	N/A	Happiness bonus 1, Religious Belief Christianity 1	1	400
2	Building	Christian Chapel	N/A	Happiness bonus 2, Religious Belief Christianity 2, Population Growth bonus 1	2	800
3	Building	Christian Church	N/A	Happiness bonus 3, Religious Belief Christianity 3, Population Growth bonus 1	3	1,600
4	Building	Christian Cathedral	N/A	Law bonus 1, Happiness bonus 3, Religious Belief Christianity 4, Population Growth bonus 2	5	3,200
5	Building	Christian Basilica	N/A	Happiness bonus 3, Law bonus 2, Religious Belief Christianity 5, Population Growth bonus 2	6	6,400

STEPPE CULTURE TECH TREES

NOTE

A NUMBER VALUE LISTED WITH A FACTION NAME IN THE UNITS TRAINED COLUMN INDICATES THAT THE UNIT IS TRAINED TO A HIGHER LEVEL OF EXPERIENCE.

GOVERNMENT

City Level	Building	Factions	Units Trained	Other Effects	Construction Time	Cost
0	Warrior's Hold	All	Peasant Gothic: Goths, Ostrogoths; Peasant Vandal: Vandals, Slavs; Herdsmen: Sarmatian, Roxolani	None	1	400
1	Warlord's Hold	All	Peasant Gothic: Goths, Ostrogoths; Peasant Vandal: Vandals, Slavs; Herdsmen Sarmatian: Sarmatians, Roxolani; Diplomat	None	2	800
2	High King's Hall	All	Peasant Gothic: Goths, Ostrogoths; Peasant Vandal: Vandals, Slavs; Herdsmen Sarmatian: Sarmatians, Roxolani; Diplomat	Happiness bonus 1 (requires Eastern Empire factions)	3	1,600
3	Great Hall	All	Peasant Gothic: Goths, Ostrogoths; Peasant Vandal: Vandals, Slavs; Herdsmen Sarmatian: Sarmatians, Roxolani; Diplomat	Law bonus 2 (requires barbarian factions), Law bonus 2 (requires Hun factions), Happiness bonus 1 (requires Eastern Empire factions)	4	3,200
4	Castrum	All	Peasant Gothic: Goths, Ostrogoths; Peasant Vandal: Vandals, Slavs; Herdsmen Sarmatian: Sarmatians, Roxolani; Diplomat	Upgrade Bodyguard 1, Law bonus 2 (requires barbarian and Hun factions), Happiness bonus 1 (requires Eastern Empire factions)	6	6,400

WALLS

City Level	Building	Factions	Units Trained	Other Effects	Construction Time	Cost
1	Wooden Palisade	All	N/A	Wall Level 0, Tower Level 1, Happiness bonus 1	1	400
2	Wooden Wall	All	N/A	Wall Level 1, Gate Strength 1, Tower Level 1, Happiness bonus 1	2	800

BARRACKS

City Level	Building	Factions	Units Trained	Other Effects	Construction Time	Cost
1	Muster Field	All	Steppe Spearmen: Vandals, Slavs; Runaway Slave Spearmen: Sarmatians, Roxolani, Goths, Ostrogoths	None	2	600
2	Meeting Hall	All	Steppe Spearmen: Vandals (1), Slavs; Gothic Spearmen: Goths, Ostrogoths; Runaway Slave Spearmen (1): Sarmatians, Roxolani, Goths, Ostrogoths	None	3	1,200
3	Hall of Heroes	All	Steppe Spearmen: Vandals (1), Slavs; Steppe Swordsmen: Vandals, Slavs; Runaway Slave Spearmen (2): Sarmatians, Roxolani, Goths, Ostrogoths; Gothic Spearmen (1): Goths, Ostrogoths	None	4	2,400
4	Hundredmen Hall	All	Steppe Spearmen: Vandals(1), Slavs; Steppe Swordsmen: Vandals (1), Slavs; Gothic Spearmen: Goths (1), Ostrogoths; Runaway Slave Spearmen (2): Sarmatians, Roxolani, Goths, Ostrogoths; Gothic Warriors: Goths, Ostrogoths; Bosphoran Infantry: Sarmatians, Roxolani	None	6	4,800
5	Royal Barracks	All	Steppe Spearmen: Vandals (1), Slavs; Steppe Swordsmen: Vandals (1), Slavs; Steppe Heavy Spearmen: Vandals, Slavs; Gothic Spearmen (1): Goths, Ostrogoths; Runaway Slave Spearmen (2): Sarmatians, Roxolani, Goths, Ostrogoths; Gothic Warriors (1): Goths, Ostrogoths; Bosphoran Infantry (1): Sarmatians, Roxolani	None	7	9,600

STEPPE CULTURE TECH TREES

STABLE

City Level	Building	Factions	Units Trained	Other Effects	Construction Time	Cost
2	Stables	All	Sarmatian Virgin Cavalry: Sarmatians, Roxolani; Gothic Lancer: Goths, Ostrogoths; Steppe Lancers: Vandals, Slavs	None	3	1,200
3	Warlord's Stables	All	Sarmatian Virgin Cavalry: Sarmatians, Roxolani; Gothic Lancer: Goths, Ostrogoths; Steppe Lancers: Vandals, Slavs; Sarmatian Armored Archers: Sarmatians, Roxolani; Steppe Warriors: Vandals, Slavs; Steppe Horse Archers: Vandals, Slavs; Gothic Horse Archers: Goths, Ostrogoths; Sarmatian Warlords: Sarmatians, Roxolani; Steppe Warlords: Vandals, Slavs; Goth Warlords: Goths, Ostrogoths	None	4	2,400
4	Royal Stables	All	Sarmatian Virgin Cavalry: Sarmatians, Roxolani; Gothic Lancer: Goths, Ostrogoths; Steppe Lancers: Vandals, Slavs; Sarmatian Armored Archers: Sarmatians, Roxolani; Steppe Warriors: Vandals, Slavs; Steppe Horse Archers: Vandals, Slavs; Gothic Horse Archers: Goths, Ostrogoths; Alan Noble Cavalry: Sarmatians, Roxolani; Alan Horse Archers: Sarmatians, Roxolani, Goths, Ostrogoths; Sarmatian Warlords: Sarmatians, Roxolani; Steppe Warlords: Vandals, Slavs; Goth Warlords: Goths, Ostrogoths	Stage Races 1 (requires Roman factions)	6	4,800
5	Great Kings Stables	All	Sarmatian Virgin Cavalry: Sarmatians, Roxolani; Gothic Lancer: Goths, Ostrogoths; Steppe Lancers: Vandals, Slavs; Sarmatian Armored Archers: Sarmatians, Roxolani; Steppe Warriors: Vandals, Slavs; Steppe Horse Archers: Vandals, Slavs; Gothic Horse Archers: Goths, Ostrogoths; Alan Noble Cavalry: Sarmatians, Roxolani; Alan Horse Archers: Sarmatians, Roxolani, Goths, Ostrogoths; Sarmatian Noble Cavalry: Sarmatians, Roxolani; Steppe Nobles: Vandals, Slavs; Gothic Warrior Nobles: Goths, Ostrogoths; Sarmatian Warlords: Sarmatians, Roxolani; Steppe Warlords: Vandals, Slavs; Goth Warlords: Goths, Ostrogoths	Stage Races 2 (requires Roman factions)	7	9,600

MISSILES

City Level	Building	Factions	Units Trained	Other Effects	Construction Time	Cost
2	Practice Range	All	Sarmatian Virgin Foot Archers: Sarmatians, Roxolani; Steppe Raiders: Vandals, Slavs; Goth Raiders: Goths, Ostrogoths	None	3	1,200
3	Archery Range	All	Sarmatian Virgin Foot Archers: Sarmatians, Roxolani; Sarmatian Virgin Horse Archers: Sarmatians, Roxolani; Steppe Raiders (1): Vandals, Slavs; Goth Raiders (1): Goths, Ostrogoths	None	4	2,400

TRADE

City Level	Building	Factions	Units Trained	Other Effects	Construction Time	Cost
1	Trader	All	N/A	Trade Base Income bonus 1, Population Growth bonus 1	2	600
2	Market	All	Spy	Trade Base Income bonus 2, Population Growth bonus 1	3	1,200
3	Great Market	All	Spy, Assassin	Trade Base Income bonus 3, Population Growth bonus 1	4	2,400
4	Grand Bazaar	All	Spy, Assassin	Trade Base Income bonus 4, Population Growth bonus 2	6	4,800

WEAPONRY

City Level	Building	Factions	Units Trained	Other Effects	Construction Time	Cost
2	Blacksmith	All	N/A	Simple Weapon 1, Bladed Weapon 1	3	1,200
3	Weaponsmith	All	N/A	Simple Weapon 1, Bladed Weapon 1, Missile Weapon 1, Armor 1	4	2,400
5	Swordsmith	All	N/A	Simple Weapon 2, Bladed Weapon 2, Missile Weapon 2, Armor 2	6	6,400

NAVAL

City Level	Building	Factions	Units Trained	Other Effects	Construction Time	Cost
2	Port	Vandals, Sarmatians, Slavs, Roxolani	Naval Boats	Trade Fleet 1, Trade Base Income bonus 1	2	800
3	Shipwright	Vandals	Naval Boats, Naval Large Boats (Vandals)	Trade Fleet 2, Trade Base Income bonus 2	3	1,600

FARMING

City Level	Building	Factions	Units Trained	Other Effects	Construction Time	Cost
1	Land Clearance	All	N/A	Farming Level 1	2	600
2	Communal Farming	All	N/A	Farming Level 2	3	1,200

ROADS

City Level	Building	Factions	Units Trained	Other Effects	Construction Time	Cost
1	Roads	All	N/A	Road Level 0	1	400

MINES

City Level	Building	Factions	Units Trained	Other Effects	Construction Time	Cost
1	Mines	All	N/A	Mine Resource 4	2	2,000

RELIGIOUS BUILDINGS

City Level	Building	Factions	Units Trained	Other Effects	Construction Time	Cost
3	Hermitage	Goths, Ostrogoths, Vandals, Slavs	Mounted Arian Priests: Vandals, Slavs; Arian Priests: Goths, Ostrogoths	Happiness bonus 1	3	1600

DRINK

City Level	Building	Factions	Units Trained	Other Effects	Construction Time	Cost
2	Tavern	All	N/A	Happiness bonus 1	2	800

DZAROWIT SHRINES

City Level	Building	Factions	Units Trained	Other Effects	Construction Time	Cost
1	Shrine to Dzarowit	Slavs	N/A	Happiness bonus 1, Religious Belief Pagan 1	1	400
2	Sacred Grove of Dzarowit	Slavs	N/A	Happiness bonus 1, Recruits Morale bonus 1, Religious Belief Pagan 2	2	800
3	Sacred Circle of Dzarowit	Slavs	N/A	Happiness bonus 2, Recruits Morale bonus 2, Religious Belief Pagan 3	3	1,600

STEPPE CULTURE TECH TREES

AGNI SHRINES

City Level	Building	Factions	Units Trained	Other Effects	Construction Time	Cost
1	Shrine to Agni	Vandals, Sarmatians, Roxolani, Goths, Ostrogoths	N/A	Happiness bonus 1, Recruits Exp bonus 1, Religious Belief Pagan 1	1	400
2	Sacred Grove of Agni	Vandals, Sarmatians, Roxolani, Goths, Ostrogoths	N/A	Happiness bonus 1, Simple Weapon bonus 1, Recruits Exp bonus 1, Religious Belief Pagan 2	2	800
3	Sacred Circle of Agni	Vandals, Sarmatians, Roxolani, Goths, Ostrogoths	N/A	Happiness bonus 2, Simple Weapon bonus 1, Recruits Exp bonus 2, Religious Belief Pagan 3	3	1,600

MATKA SHRINES

City Level	Building	Factions	Units Trained	Other Effects	Construction Time	Cost
1	Shrine to Matka	Slavs	N/A	Happiness bonus 1, Population Growth bonus 1, Religious Belief Pagan 1	1	400
2	Sacred Grove of Matka	Slavs	N/A	Happiness bonus 1, Population Growth bonus 2, Religious Belief Pagan 2	2	800
3	Sacred Circle of Matka	Slavs	N/A	Happiness bonus 2, Population Growth bonus 3, Religious Belief Pagan 3	3	1,600

PAI SHRINES

City Level	Building	Factions	Units Trained	Other Effects	Construction Time	Cost
1	Shrine to Pai	Sarmatians, Roxolani	N/A	Happiness bonus 1, Population Health bonus 1, Religious Belief Pagan 1	1	400
2	Sacred Grove of Pai	Sarmatians, Roxolani	N/A	Happiness bonus 2, Population Health bonus 2, Religious Belief Pagan 2	2	800
3	Sacred Circle of Pai	Sarmatians, Roxolani	N/A	Happiness bonus 3, Population Health bonus 3, Religious Belief Pagan 3	3	1,600

KOLAKSAY SHRINES

City Level	Building	Factions	Units Trained	Other Effects	Construction Time	Cost
1	Shrine of Kolaksay	Sarmatians, Roxolani	N/A	Happiness bonus 1, Recruits Exp bonus 1, Religious Belief Pagan 1	1	400
2	Sacred Grove of Kolaksay	Sarmatians, Roxolani	N/A	Happiness bonus 1, Recruits Exp bonus 2, Religious Belief Pagan 2	2	800
3	Sacred Circle of Kolaksay	Sarmatians, Roxolani	N/A	Happiness bonus 2, Recruits Exp bonus 3, Religious Belief Pagan 3	3	1,600

PAPAY SHRINES

City Level	Building	Factions	Units Trained	Other Effects	Construction Time	Cost
1	Shrine to Papay	Vandals	N/A	Happiness bonus 1, Law bonus 1, Religious Belief Pagan 1	1	400
2	Sacred Grove of Papay	Vandals	N/A	Happiness bonus 2, Law bonus 2, Religious Belief Pagan 2	2	800
3	Sacred Circle of Papay	Vandals	N/A	Happiness bonus 3, Law bonus 3, Religious Belief Pagan 3	3	1,600

SVAROG SHRINES

City Level	Building	Factions	Units Trained	Other Effects	Construction Time	Cost
1	Shrine to Svarog	Slavs	N/A	Law bonus 1, Religious Belief Pagan 1	1	400
2	Sacred Grove of Svarog	Slavs	N/A	Law bonus 2, Religious Belief Pagan 2	2	800
3	Sacred Circle of Svarog	Slavs	N/A	Happiness bonus 1, Law bonus 3, Religious Belief Pagan 3	3	1,600

CHRISTIAN BUILDINGS

City Level	Building	Factions	Units Trained	Other Effects	Construction Time	Cost
1	Christian Shrine	All	N/A	Happiness bonus 1, Religious Belief Christianity 1	1	400
2	Christian Chapel	All	N/A	Happiness bonus 2, Religious Belief Christianity 2, Population Growth bonus 1	2	800
3	Christian Church	All	N/A	Happiness bonus 3, Religious Belief Christianity 3, Population Growth bonus 1	3	1,600
4	Christian Cathedral	All	N/A	Law bonus 1, Happiness bonus 3, Religious Belief Christianity 4, Population Growth bonus 2	5	3,200
5	Christian Basilica	All	N/A	Happiness bonus 3, Law bonus 2, Religious Belief Christianity 5, Population Growth bonus 2	6	6,400

TAGIMSAD SHRINES

City Level	Building	Factions	Units Trained	Other Effects	Construction Time	Cost
1	Shrine to Tagimsad	Vandals	N/A	Happiness bonus 1, Religious Belief Pagan 1	1	400
2	Sacred Grove of Tagimsad	Vandals	N/A	Happiness bonus 2, Recruits Exp bonus 1, Religious Belief Pagan 2	2	800
3	Sacred Circle of Tagimsad	Vandals	N/A	Happiness bonus 3, Recruits Exp bonus 2, Religious Belief Pagan 3	3	1,600

TYZ SHRINES

City Level	Building	Factions	Units Trained	Other Effects	Construction Time	Cost
1	Shrine to Tyz	Goths	N/A	Happiness bonus 1, Religious Belief Pagan 1	1	400
2	Sacred Grove of Tyz	Goths	N/A	Happiness bonus 2, Recruits Exp bonus 1, Religious Belief Pagan 2	2	800
3	Sacred Circle of Tyz	Goths	N/A	Happiness bonus 2, Recruits Exp bonus 2, Religious Belief Pagan 3	3	1,600

SASSANID CULTURE TECH TREES

NOTE

A NUMBER VALUE LISTED WITH A FACTION NAME IN THE UNITS TRAINED COLUMN INDICATES THAT THE UNIT IS TRAINED TO A HIGHER LEVEL OF EXPERIENCE.

GOVERNMENT

City Level	Building	Units Trained	Other Effects	Construction Time	Cost
0	Governor's House	Peasant	None	1	400
1	Governor's Villa	Peasant, Diplomat	None	2	800
2	Governor's Palace	Peasant, Diplomat	Happiness bonus 1 (requires Eastern Empire)	3	1,600
3	Councillors' Chambers	Peasant, Diplomat	Law bonus 2 (requires barbarians), Law bonus 2 (requires Huns), Happiness bonus 1 (requires Eastern Empire)	4	3,200
4	Royal Palace	Peasant, Diplomat	Upgrade Bodyguard 1, Law bonus 2 (requires barbarians), Law bonus 2 (requires Huns), Happiness bonus 1 (requires Eastern Empire)	6	6,400

SASSANID CULTURE TECH TREES

WALLS

City Level	Building	Units Trained	Other Effects	Construction Time	Cost
1	Wooden Palisade	N/A	Wall Level 0, Tower Level 1, Happiness bonus 1	1	400
2	Wooden Wall	N/A	Wall Level 1, Gate Strength 1, Tower Level 1, Happiness bonus 1	2	800
3	Stone Wall	N/A	Wall Level 2, Tower Level 1, Gate Defense 1, Gate Strength 1, Happiness bonus 1, Law bonus 1	3	1,600
4	Large Stone Wall	N/A	Wall Level 3, Tower Level 1, Gate Defense 2, Gate Strength 2, Happiness bonus 1, Law bonus 1	5	3,200
5	Epic Stone Wall	N/A	Wall Level 4, Tower Level 2, Gate Defense 2, Gate Strength 2, Happiness bonus 1, Law bonus 2	6	6,400

BARRACKS

City Level	Building	Units Trained	Other Effects	Construction Time	Cost
1	Barracks	Levy Spearmen	None	2	600
2	Militia Barracks	Levy Spearmen	None	3	1,200
3	City Barracks	Levy Spearmen	None	4	2,400
4	Army Barracks	Levy Spearmen, Sughdian Warriors	None	6	4,800
5	Royal Barracks	Levy Spearmen, Sughdian Warriors	None	7	9,600

STABLES

City Level	Building	Units Trained	Other Effects	Construction Time	Cost
2	Stables	Camel Raiders, Nomad Archer Cavalry	None	3	1,200
3	Cavalry Stables	Camel Raiders, Nomad Archer Cavalry, Clibinari	None	4	2,400
4	Elite Cavalry Stables	Camel Raiders, Nomad Archer Cavalry, Clibinari, Armored Camel Riders, Cataphracts, Elephants, Clibinari Immortals	Stage Races 1 (requires Romans)	6	4,800
5	Circus Maximus	Camel Raiders, Nomad Archer Cavalry, Clibinari, Armored Camel Riders,	Stage Races 2 (requires Romans)	7	9,600

MISSILES

City Level	Building	Units Trained	Other Effects	Construction Time	Cost
2	Practice Range	Mountain Slingers, Kurdish Javelinmen	None	3	1,200
3	Archery Range	Mountain Slingers, Kurdish Javelinmen, Desert Archers	None	4	2,400
4	Catapult Range	Mountain Slingers, Kurdish Javelinmen, Desert Archers, Sassanid Ballistae, Sassanid Onagers	None	6	4,800
5	Siege Engineer	Mountain Slingers, Kurdish Javelinmen, Desert Archers, Sassanid Ballistae, Sassanid Onagers, Sassanid Heavy Onagers	None	7	9,600

TRADE

City Level	Building	Units Trained	Other Effects	Construction Time	Cost
1	Trader	N/A	Trade Base Income bonus 1, Population Growth bonus 1	2	600
2	Market	Spy	Trade Base Income bonus 2, Population Growth bonus 1	3	1,200
3	Bazaar	Spy, Assassin	Trade Base Income bonus 3, Population Growth bonus 1	4	2,400
4	Grand Bazaar	Spy, Assassin	Trade Base Income bonus 4, Population Growth bonus 2	6	4,800
5	Merchants' Quarter	Spy, Assassin	Trade Base Income bonus 5, Population Growth bonus 2, Happiness bonus 2	7	9,600

WEAPONRY

City Level	Building	Units Trained	Other Effects	Construction Time	Cost
2	Blacksmith	N/A	Simple Weapon 1, Bladed Weapon 1	3	1,200
3	Armorer	N/A	Simple Weapon 1, Bladed Weapon 1, Missile Weapon 1, Armor 1	4	2,400
5	Foundry	N/A	Simple Weapon 2, Bladed Weapon 2, Missile Weapon 2, Armor 2	6	6,400

NAVAL

City Level	Building	Units Trained	Other Effects	Construction Time	Cost
2	Port	Naval Biremes	Trade Fleet 1, Trade Base Income bonus 1	2	800
3	Shipwright	Naval Biremes, Naval Triremes	Trade Fleet 2, Trade Base Income bonus 2	3	1,600
4	Dockyard	Naval Biremes, Naval Triremes	Trade Fleet 3, Trade Base Income bonus 2	5	3,200

HEALTH

City Level	Building	Units Trained	Other Effects	Construction Time	Cost
2	Sewers	N/A	Population Health bonus 1	2	800

FARMING

City Level	Building	Units Trained	Other Effects	Construction Time	Cost
1	Land Clearance	N/A	Farming Level 1	2	600
2	Communal Farming	N/A	Farming Level 2	3	1,200
3	Crop Rotation	N/A	Farming Level 3	4	2,400
4	Irrigation	N/A	Farming Level 4	6	4,800

ROADS

City Level	Building	Units Trained	Other Effects	Construction Time	Cost
1	Roads	N/A	Road Level 0	1	400
2	Paved Roads	N/A	Road Level 1	3	1,200
3	Royal Road	N/A	Road Level 2	4	2,400

MINES

City Level	Building	Units Trained	Other Effects	Construction Time	Cost
1	Mines	N/A	Mine Resource 4	2	2,000
2	Mines+1	N/A	Mine Resource 7	3	3,500

ACADEMIES

City Level	Building	Units Trained	Other Effects	Construction Time	Cost
3	Academy	N/A	Religious Belief Zoroastrian 1 (requires Sassanids), Law bonus 1	3	1,600
4	Scriptorium	N/A	Religious Belief Zoroastrian 2 (requires Sassanids), Law bonus 2	5	3,200
5	Great School	N/A	Religious Belief Zoroastrian 3 (requires Sassanids), Law bonus 3	6	6,400

SASSANID CULTURE TECH TREES

LAW ENFORCEMENT

City Level	Building	Units Trained	Other Effects	Construction Time	Cost
3	Execution Square	N/A	Law bonus 2	3	1,600
4	Secret Police HQ	N/A	Law bonus 3	5	3,200
5	Secret Police Network	N/A	Law bonus 4	6	6,400

TRADE

City Level	Building	Units Trained	Other Effects	Construction Time	Cost
3	Trade Caravan	N/A	Trade Base Income bonus 2	3	1,600
4	Spice Road	N/A	Trade Base Income bonus 3	5	3,200
5	Silk Road	N/A	Trade Base Income bonus 4	6	6,400

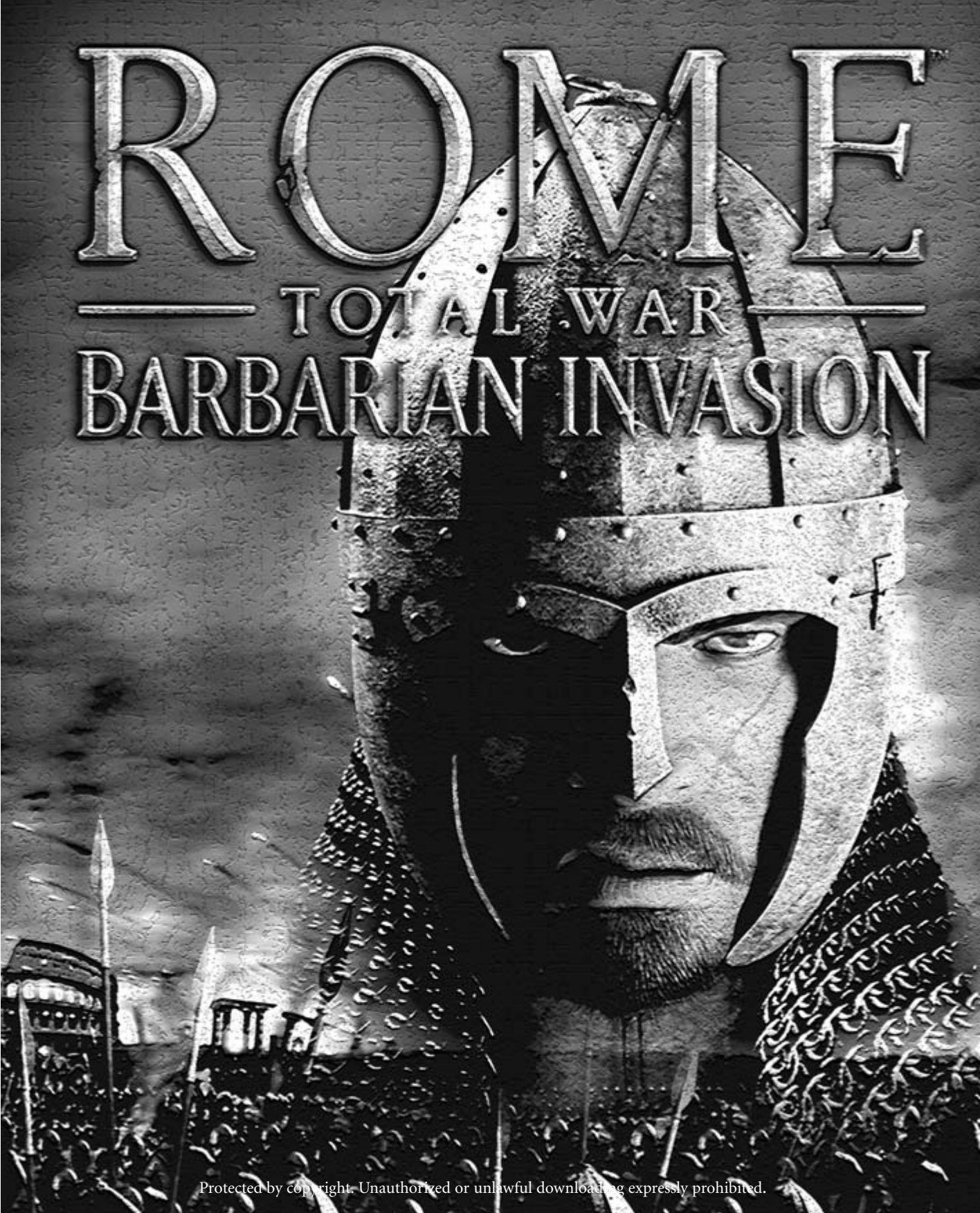
ZOROASTRIAN BUILDINGS AND SHRINES

City Level	Building	Units Trained	Other Effects	Construction Time	Cost
1	Zoroastrian Shrine	N/A	Law bonus 1, Religious Belief Zoroastrian 1	1	400
2	Zoroastrian Temple	N/A	Law bonus 2, Religious Belief Zoroastrian 2	2	800
3	Zoroastrian Large Temple	N/A	Happiness bonus 1, Law bonus 3, Religious Belief Zoroastrian 3	3	1,600
4	Zoroastrian Awesome Temple	N/A	Happiness bonus 2, Law bonus 4, Religious Belief Zoroastrian 4	5	3,200
5	Zoroastrian Temple Complex	N/A	Happiness bonus 2, Law bonus 5, Religious Belief Zoroastrian 5	6	6,400

ROME

— TOTAL WAR —

BARBARIAN INVASION



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